
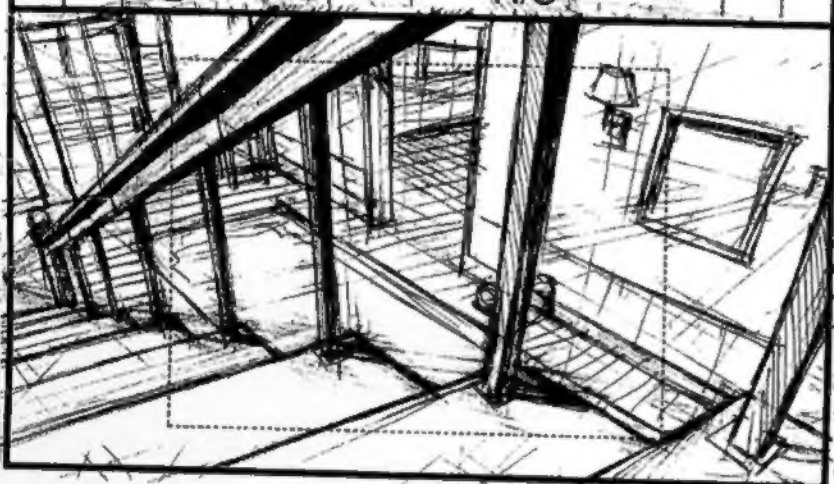
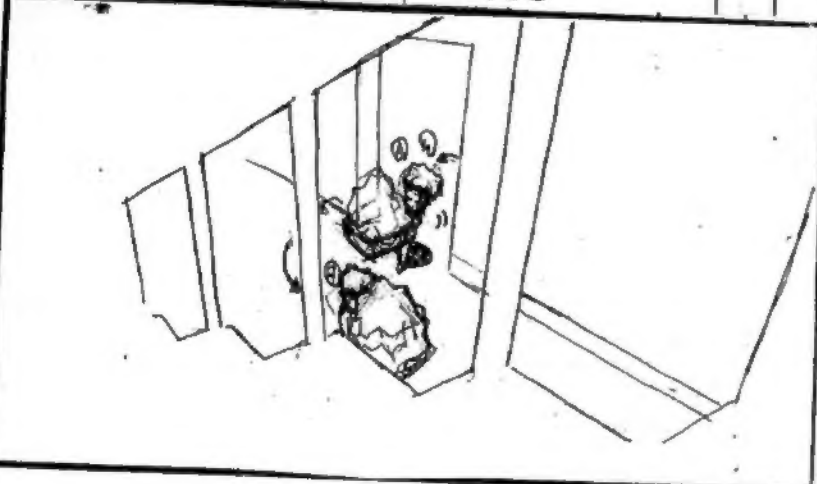

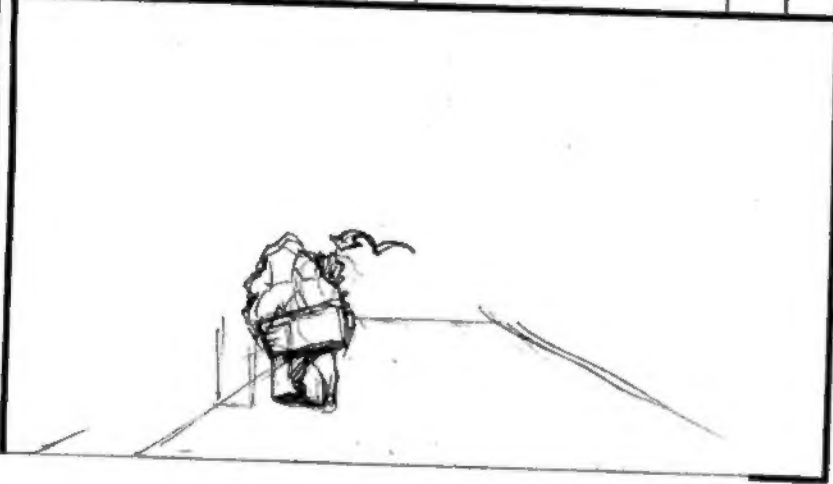


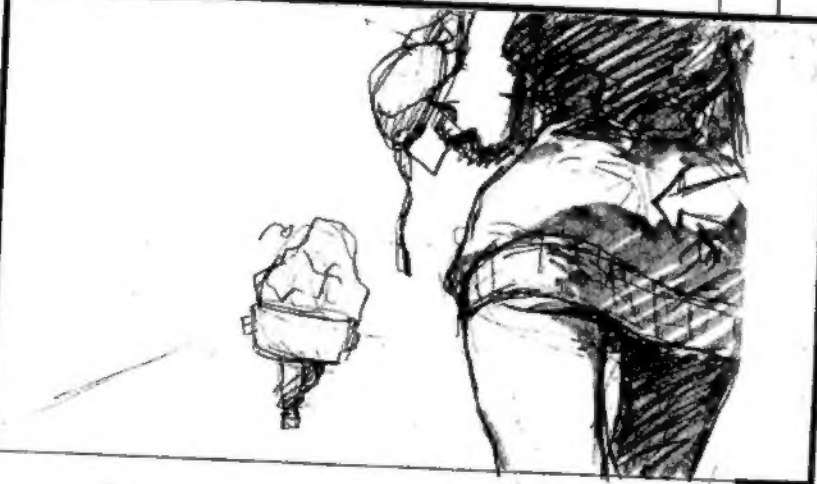
▽	NO SC. 442-456					
SC	45	PANEL	1	H/U	REV	NEW
						
					ACTION Int. <u>Ext.</u> <u>Day</u> Night	
					EXT. FREEMAN HOUSE.	
					DIALOGUE	
					TIME Pam 70X	


▽						
SC	458	PANEL	1	H/U	REV	NEW
						
					ACTION <u>Int.</u> Ext. <u>Day</u> Night	
					INT. FREEMAN HOUSE - HALLWAY	
					DIALOGUE	
					TIME	


▽						
SC	458	PANEL	2	H/U	REV	NEW
						
					ACTION Int. Ext. Day Night	
					(H) ENTERS FROM THE DINNING ROOM CARRYING A GIANT LAUNDRY BASKET.	
					DIALOGUE	
					TIME 42X 42X	


SC 459		PANEL 1	(H/U)	REV	NEW
					
<p>ACTION <input checked="" type="radio"/> Int. <input type="radio"/> Ext. <input checked="" type="radio"/> Day <input type="radio"/> Night</p> <p>ON (H) CONT. CARRYING A LAUNDRY BASKET. STAGGER STEPS FWD.</p>					
DIALOGUE					
TIME 21X					


SC 459		PANEL 2	H/U	REV	NEW
					
<p>ACTION <input type="radio"/> Int. <input type="radio"/> Ext. <input type="radio"/> Day <input type="radio"/> Night</p> <p>CONT.</p>					
DIALOGUE					
TIME 29X					

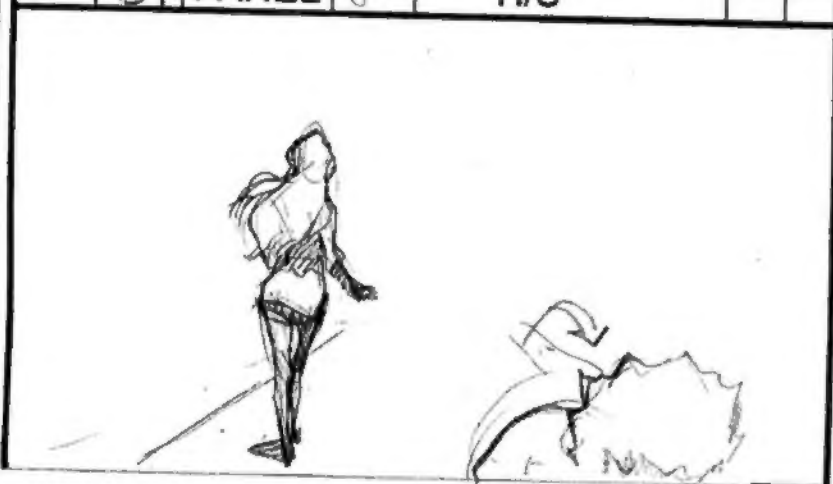
SC 459		PANEL 3	H/U	REV	NEW
					
<p>ACTION <input type="radio"/> Int. <input type="radio"/> Ext. <input type="radio"/> Day <input type="radio"/> Night</p> <p>CRISTAL WALKS (IN) CARRYING SMALL PILE OF HER UNDERWEARS</p>					
DIALOGUE					
TIME 15X					


SC	459	PANEL	4	H/U	REV	NEW	<p>ACTION Int. Ext. Day Night</p> <p style="text-align: center;">CONT.</p>
							<p>DIALOGUE (116) CRISTAL - CONT'</p> <p style="text-align: center;">HEY</p>
							<p>TIME 14 X</p>

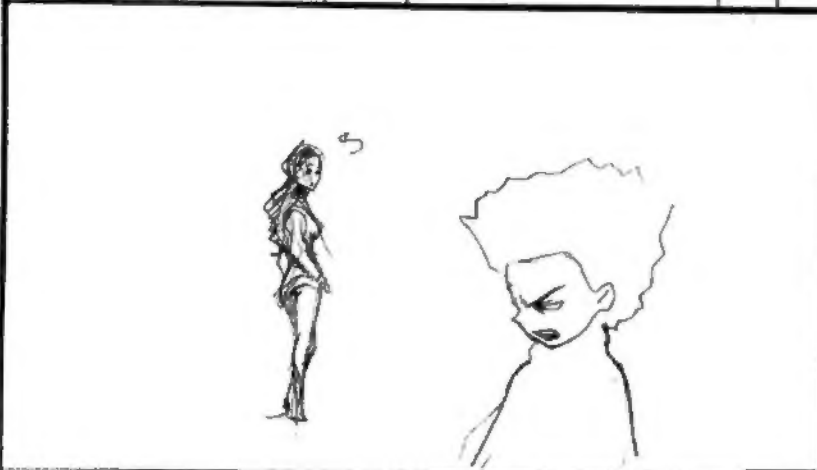
SC	459	PANEL	5	H/U	REV	NEW	<p>ACTION Int. Ext. Day Night</p> <p>© DROPPING HER UNDERWEARS ON TOP OF (H)'S LAUNDRY BASKET.</p>
							<p>DIALOGUE <u>CRISTAL</u></p> <p style="text-align: center;">HUEY</p>
							<p>TIME 18 X</p>

SC	459	PANEL	6	H/U	REV	NEW	<p>ACTION Int. Ext. Day Night</p> <p>© CONT. WALKING AWAY & TURNING AROUND.</p> <p>(H)'S HEAD (IN) TO SEE WHAT</p> <p>© DROPPED.</p>
							<p>DIALOGUE</p>
							<p>TIME 17 X</p>


SC	459	PANEL	7	H/U	REV	NEW	
							<p>ACTION Int. Ext. Day Night</p> <p>Ⓐ STOPS & GETS ANGRY.</p> <hr/> <p>DIALOGUE</p> <hr/> <p>TIME 26X</p>

SC	459	PANEL	8	H/U	REV	NEW	
							<p>ACTION Int. Ext. Day Night</p> <p>Ⓐ PUTS THE LAUNDRY BASKET DOWN.</p> <p>Ⓑ CONT WALKING AWAY</p> <hr/> <p>DIALOGUE</p> <hr/> <p>TIME 13X</p>

SC	459	PANEL	9	H/U	REV	NEW	
							<p>ACTION Int. Ext. Day Night</p> <p>Ⓑ STOPS AS</p> <p>Ⓐ GETS UP, TURNS TO Ⓑ & SPEAKS</p> <hr/> <p>DIALOGUE Ⓐ HUEY</p> <p>OK.</p> <hr/> <p>TIME 18X</p>


SC	459	PANEL	10	H/U	REV	NEW	<p>ACTION Int. Ext. Day Night</p> <p>© TURNS TO (H)</p>
							<p>DIALOGUE (117) HUEY - CONT</p> <p>RISTAL I THINK WE NEED TO TALK</p>
							<p>TIME 42X</p>

SC	459	PANEL	11	H/U	REV	NEW	<p>ACTION Int. Ext. Day Night</p> <p>(H) TURNS</p>
							<p>DIALOGUE</p>
							<p>TIME 15X</p>

SC	459	PANEL	12	H/U	REV	NEW	<p>ACTION Int. Ext. Day Night</p> <p>© TURNS MORE AS</p> <p>(H) WALKS (AS)</p>
							<p>DIALOGUE</p>
							<p>TIME 23X</p>

▽

SC 460	PANEL 1	H/U	REV	NEW
--------	---------	-----	-----	-----




ACTION Int. Ext. Day Night

WALKS ON (C)

DIALOGUE

TIME 18X

SC 460	PANEL 2	H/U	REV	NEW
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ACTION Int. Ext. Day Night

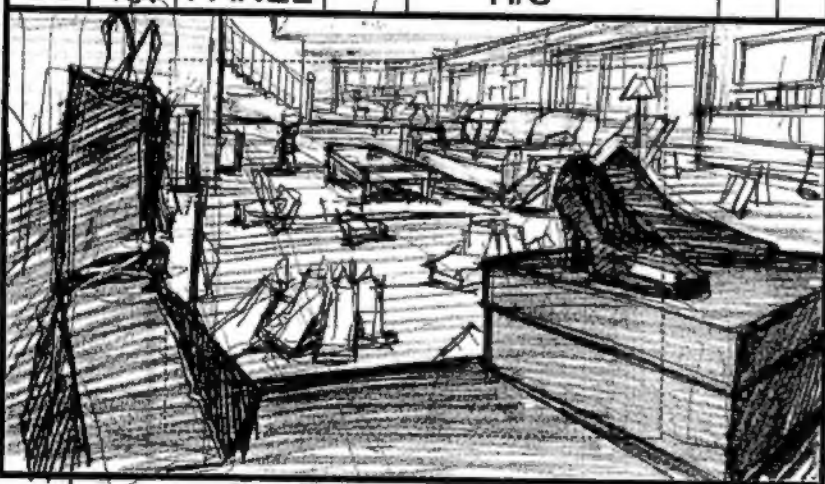
WALKS FWD & SHRUGS

DIALOGUE

TIME 36X

▽

SC 461	PANEL 1	H/U	REV	NEW
--------	---------	-----	-----	-----

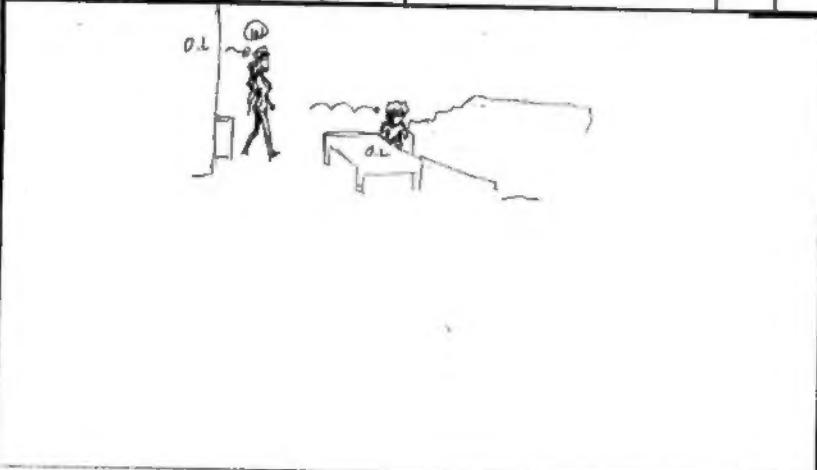


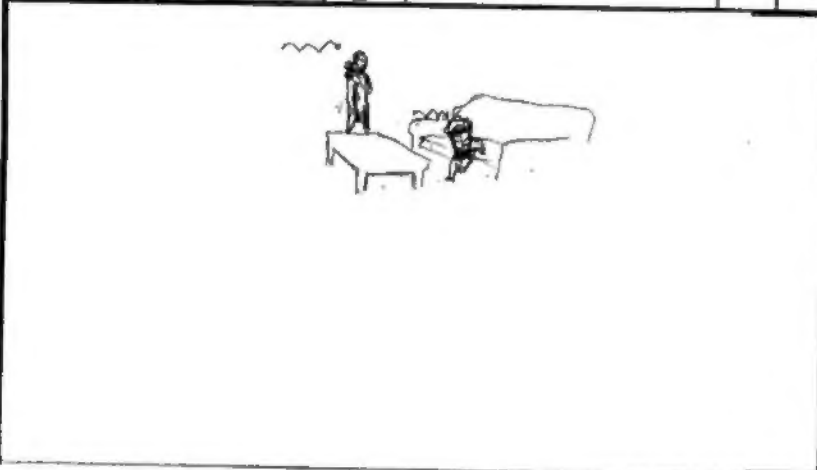
ACTION Int. Ext. Day Night

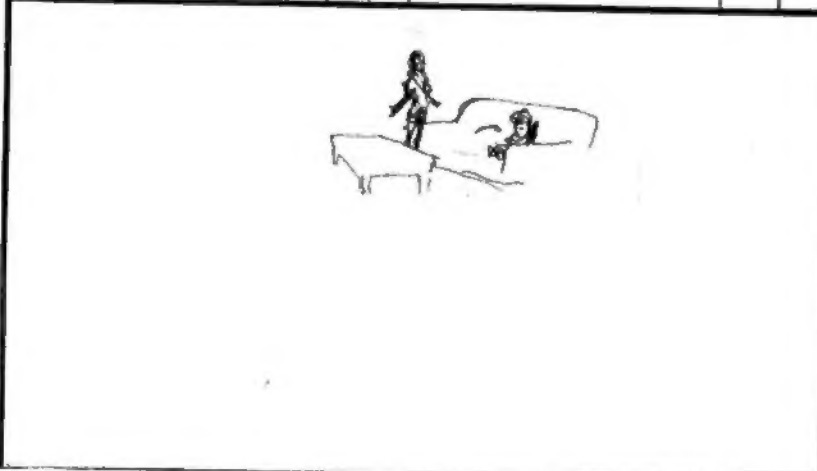
WIDE ANGLE ON THE LIVING ROOM
THERE ARE SHOPPING BAGS AND
SHOE BOXES STREWN THROUGHOUT
THE ROOM
(H) WALKING TWD THE COUCH.

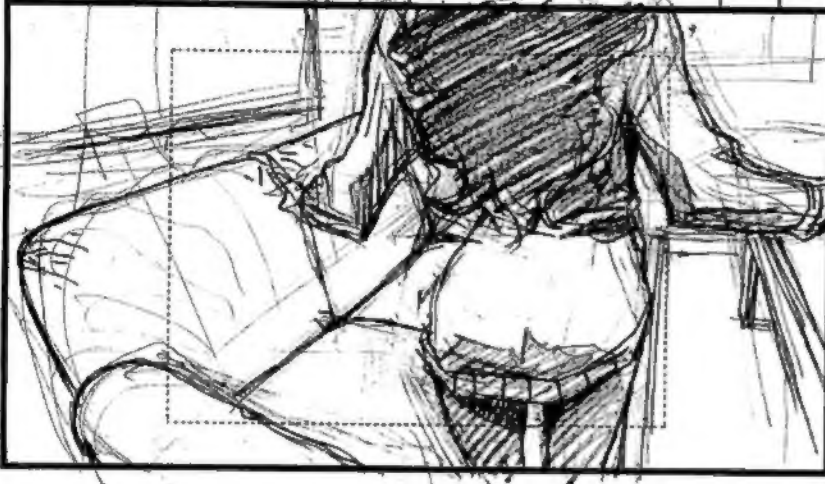
DIALOGUE


TIME 19X

SC	461	PANEL	2	H/U	REV	NEW
						
<p>ACTION Int. Ext. Day Night</p> <p>- FOLLOWED BY ©</p>						
<p>DIALOGUE (118) CRISTAL</p> <p>BEFORE YOU START</p>						
<p>TIME 23X</p>						


SC	461	PANEL	3	H/U	REV	NEW
						
<p>ACTION Int. Ext. Day Night</p> <p>CONT.</p>						
<p>DIALOGUE (118) CRISTAL - CONT.</p> <p>I JUST WANT TO TELL YOU</p>						
<p>TIME 24X</p>						

SC	461	PANEL	4	H/U	REV	NEW
						
<p>ACTION Int. Ext. Day Night</p> <p>Ⓐ SITS DOWN</p> <p>© STOPS BESIDE OF Ⓐ</p>						
<p>DIALOGUE (118) CRISTAL - CONT.</p> <p>HOW MUCH FUN IT'S BEEN HANGING OUT WITH YOU GUYS.</p>						
<p>TIME 58X</p>						

SC 462		PANEL		(H/U)	REV	NEW
						
<p>ACTION Int. Ext. Day Night</p> <p>MED. ON (C) BACK TO US.</p>						
<p>DIALOGUE</p> <p>(118) CRISTAL - CONT.</p> <p>THINK</p>						
<p>TIME 16X</p>						

SC 462		PANEL 2		H/U	REV	NEW
						
<p>ACTION Int. Ext. Day Night</p> <p>(C) SITS DOWN</p>						
<p>DIALOGUE (118) CRISTAL - CONT.</p> <p>OF ME AS</p>						
<p>TIME 15X</p>						

REVISED
16 FEB 05

SC 462		PANEL 3		H/U	REV	NEW
						
<p>ACTION Int. Ext. Day Night</p> <p>(A) LEANS AWAY FROM (C) AS</p> <p>(C) LEANS TWD (A)</p>						
<p>DIALOGUE (118) CRISTAL - CONT.</p> <p>THE BIG SISTER YOU ALWAYS WANTED.</p>						
<p>TIME 38X</p>						

REVISED

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	SC	462	PANEL	4	H/U	REV	NEW	
								<p>ACTION Int. Ext. Day Night</p> <p>Ⓐ GENTLY PUSHES Ⓑ AWAY.</p>
								<p>DIALOGUE Ⓐ HUEY</p> <p>... DON'T TAKE THIS THE WRONG WAY.</p>
								<p>TIME 52X</p>

REVISED
16 FEB 05

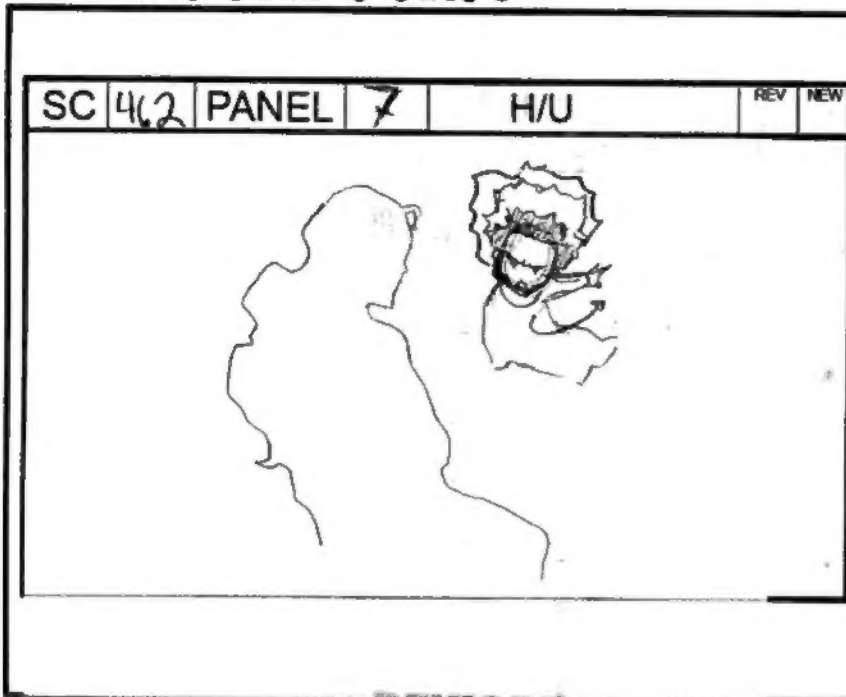
	SC	462	PANEL	5	H/U	REV	NEW	
								<p>ACTION Int. Ext. Day Night</p> <p>CONT.</p>
								<p>REVISED 3/22/05</p>
								<p>DIALOGUE Ⓐ HUEY - CONT'</p> <p>BUT</p>
								<p>TIME 15X</p>

REVISED
16 FEB 05

	SC	462	PANEL	6	H/U	REV	NEW	
								<p>ACTION Int. Ext. Day Night</p> <p>Ⓐ GESTURES</p>
								<p>DIALOGUE Ⓐ HUEY - CONT'</p> <p>I NEED YOU TO GET</p>
								<p>TIME 17X</p>

REVISED
16 FEB 05

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ACTION Int. Ext. Day Night

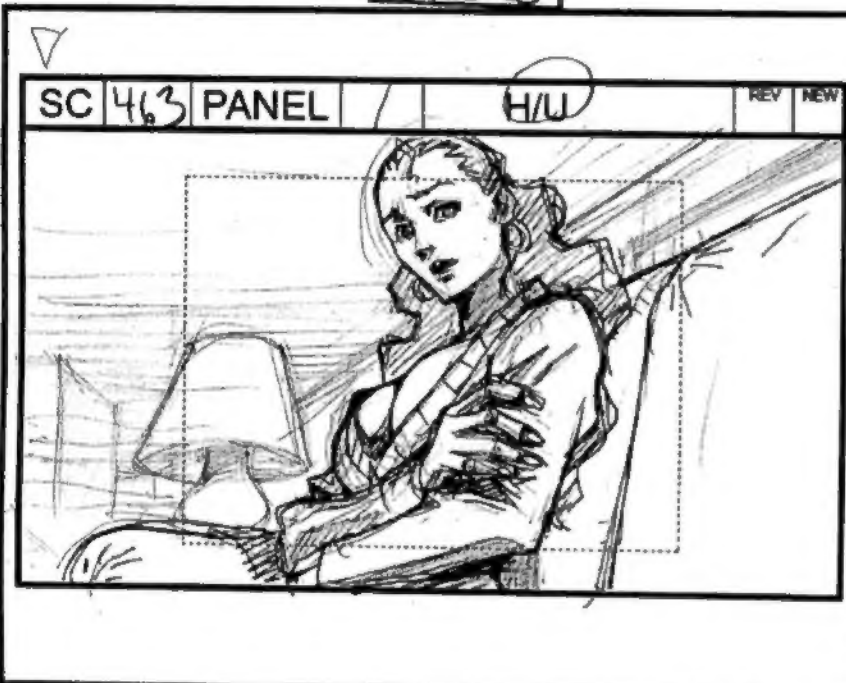
CONT

DIALOGUE (119) HUEY - CONT'

THE HELL UP OUT OF
HERE

TIME 20X

REVISED
16 FEB 05



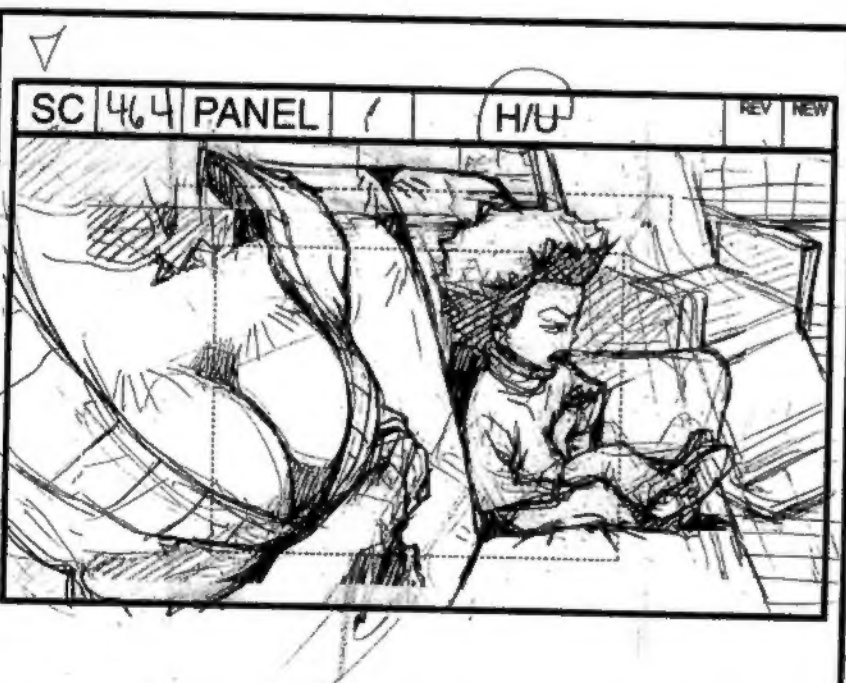
ACTION Int. Ext. Day Night

(H)'S P.O.V.

DIALOGUE (120) CRISTAL

ANY PARTICULAR REASON?

TIME 38X



ACTION Int. Ext. Day Night

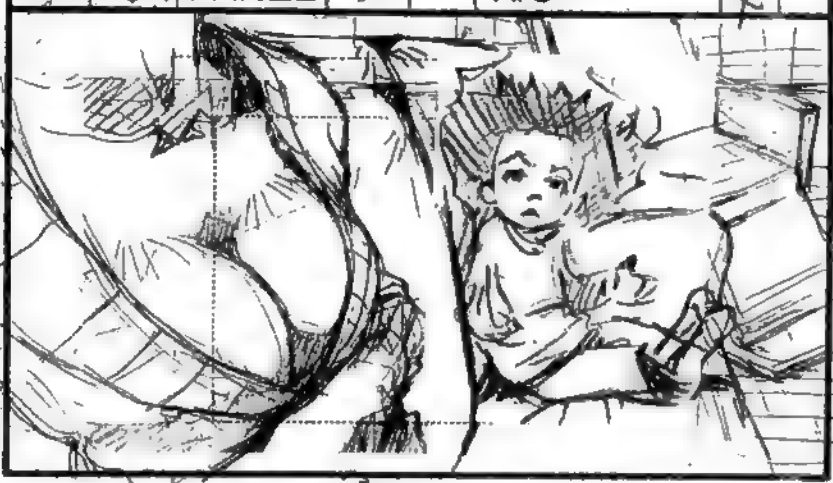
OTS @ ON (H)

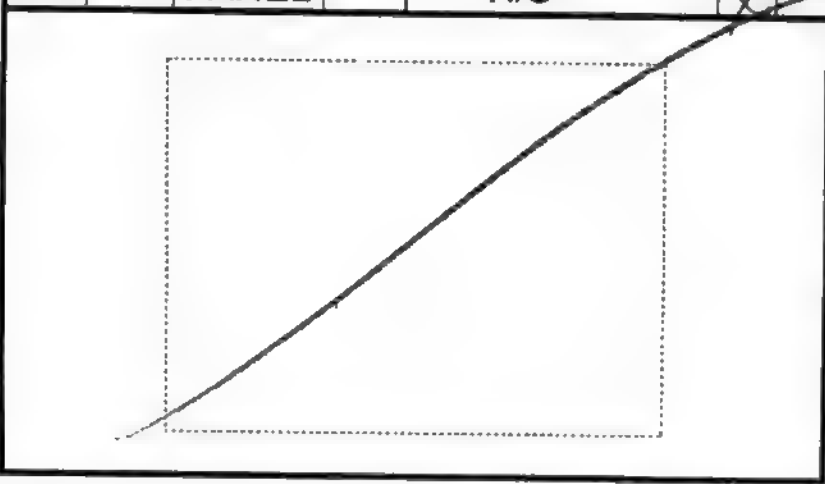
DIALOGUE

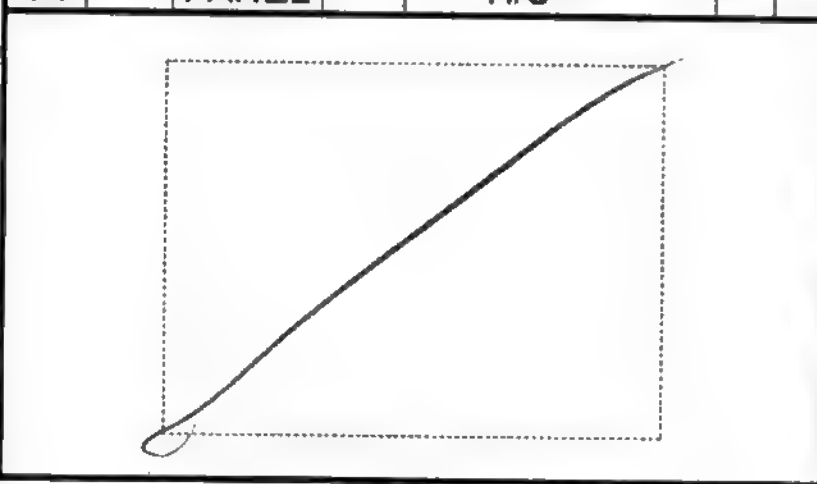
(121) HUEY

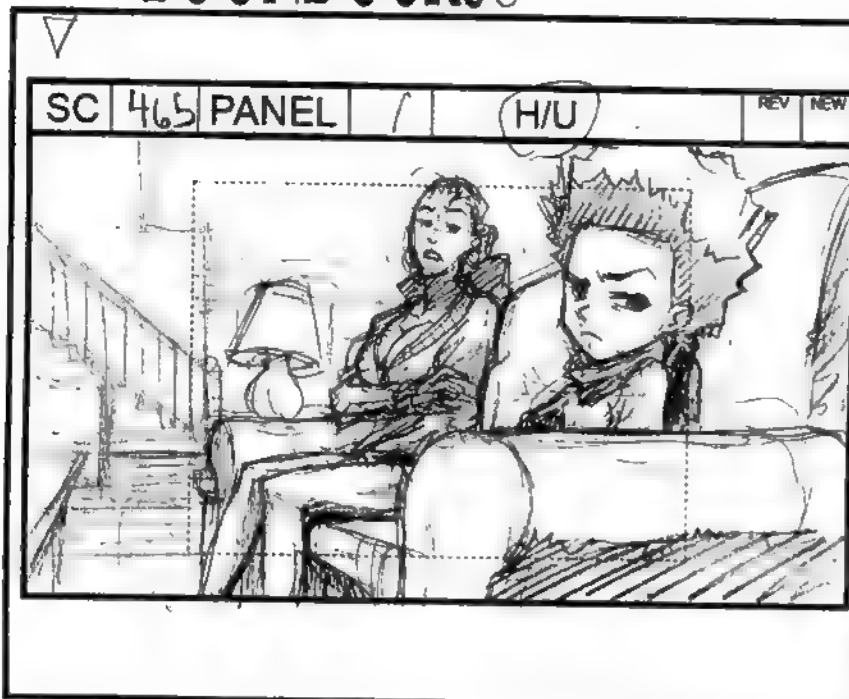
YOU'RE KIND OF A

TIME 52X

SC	464	PANEL	2	H/U	REV	NEW	
							<p>ACTION Int. Ext. Day Night</p> <p>(H) LOOKS AT (C)</p> <p style="text-align: center;">REVISED 3/22/06</p> <p>DIALOGUE</p> <p>(121) HUEY LAZY HOE</p> <p>TIME CONT.</p>

SC	PANEL	H/U	REV	NEW	
					<p>ACTION Int. Ext. Day Night</p> <p>DIALOGUE</p> <p>TIME</p>

SC	PANEL	H/U	REV	NEW	
					<p>ACTION Int. Ext. Day Night</p> <p>DIALOGUE</p> <p>TIME</p>



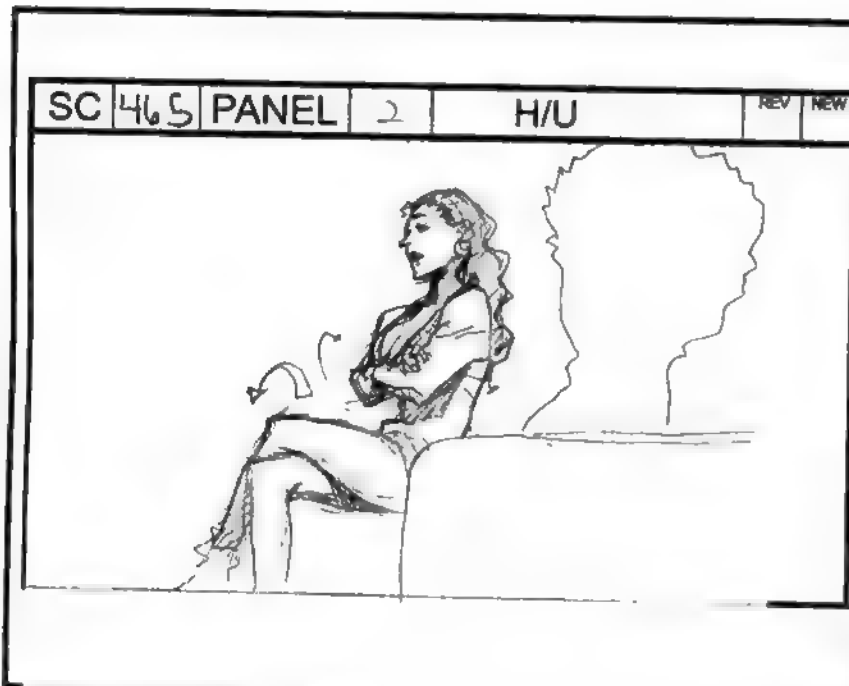
ACTION (Int) Ext. (Day) Night

REVERSE ON ⓐ & (H)

DIALOGUE (122) CRISTAL

 YEAH

TIME 21X



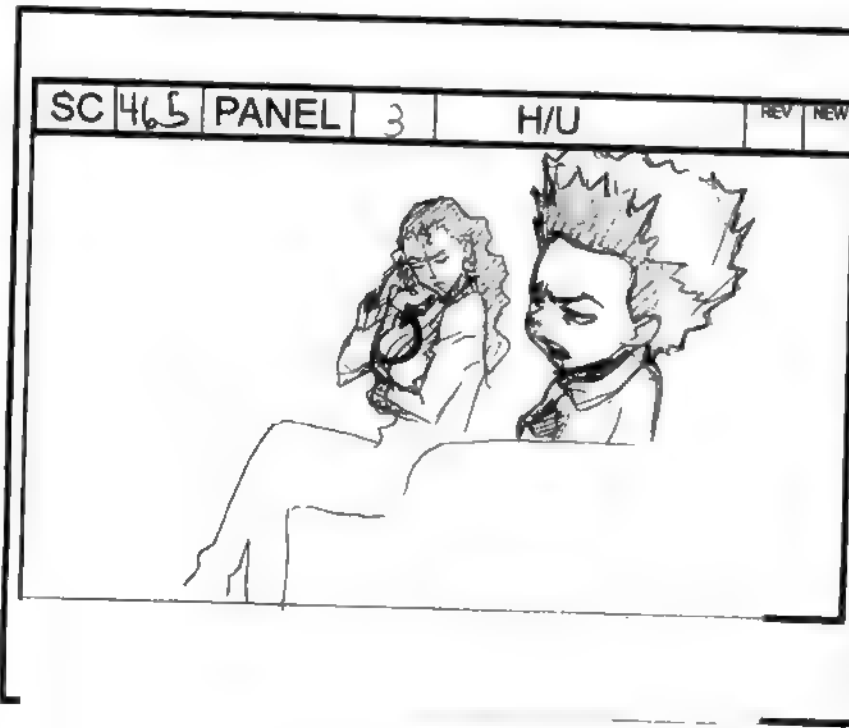
ACTION Int. Ext. Day Night

ⓐ CROSSES HER LEGS &
FOLDS HER ARMS

DIALOGUE (122) CRISTAL - CONT'

 I CAN SEE THAT

TIME 24X



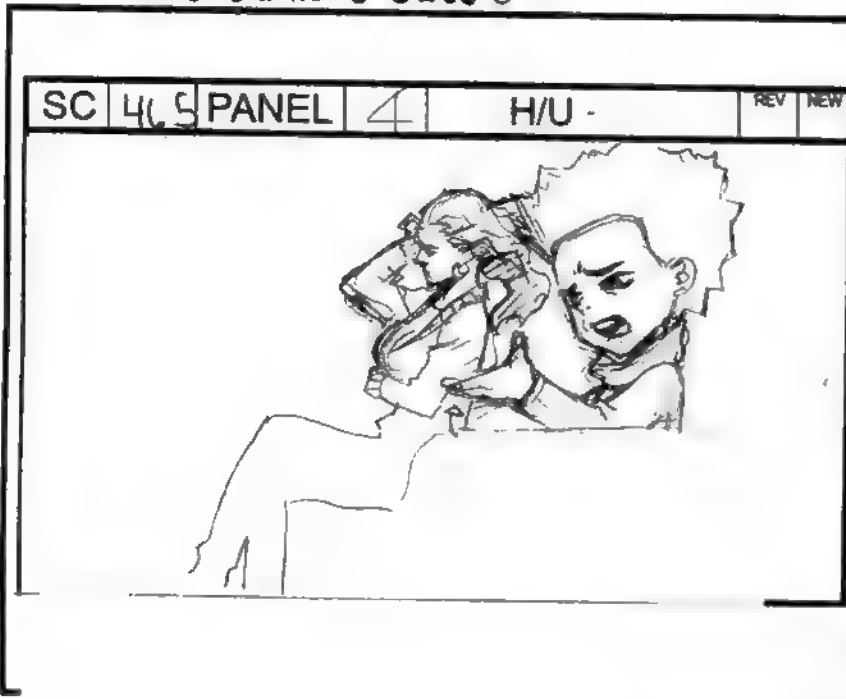
ACTION Int. Ext. Day Night

ⓐ TOUCHING HER HAIRS

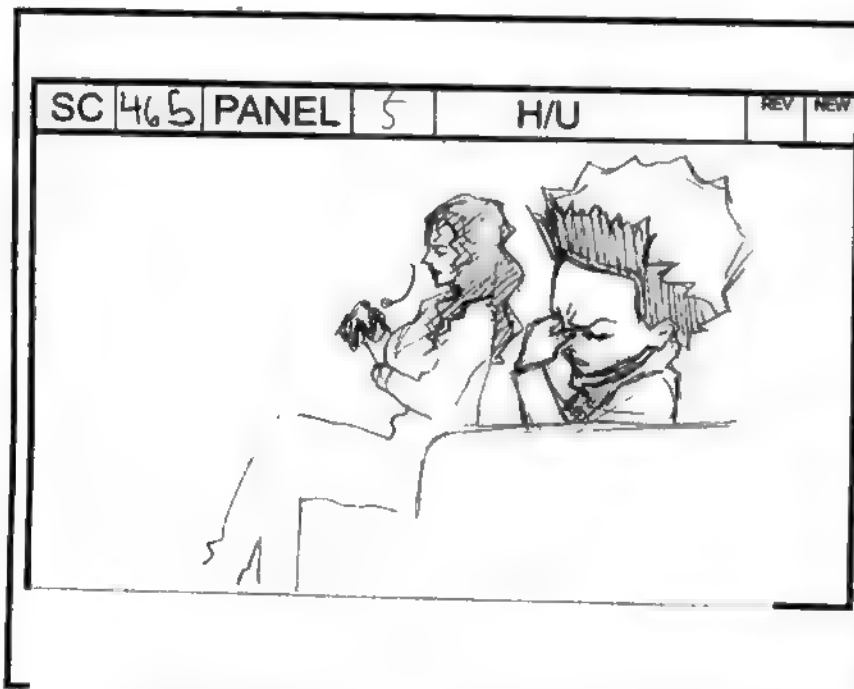
DIALOGUE (123) HUEY

 I DON'T KNOW

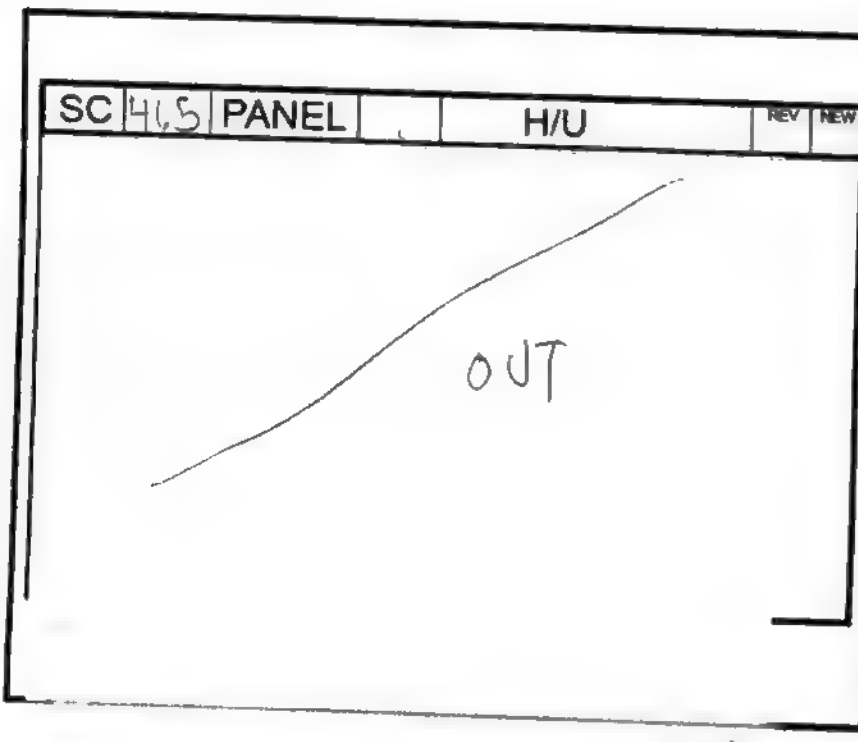
TIME 21X



ACTION	Int.	Ext.	Day	Night
CONT				
DIALOGUE (23) HUEY-CONT WHY MY GRANDDAD				
TIME 26x				



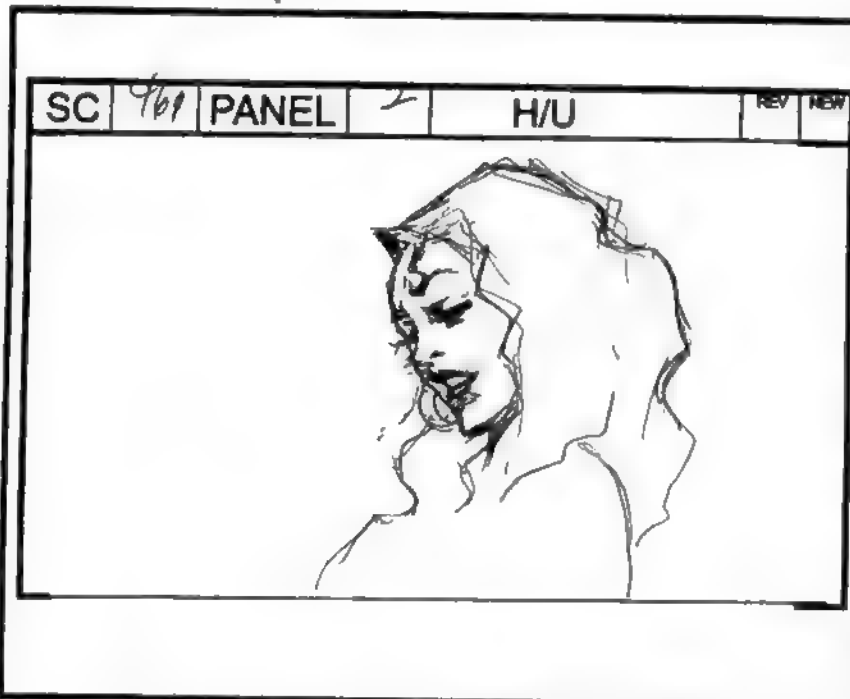
ACTION	Int.	Ext.	Day	Night
CONT.				
(H) GRABS TOP OF HIS NOSE IN FRUSTRATION.				
DIALOGUE (24) CRISTAL CANT SEE IT				
TIME 27x				



ACTION	Int.	Ext.	Day	Night
DIALOGUE				
TIME				



ACTION	Int.	Ext.	Day	Night
CLOSE ON (C)				
DIALOGUE (24) CRISTAL - CONT'				
TO BE HONEST				
TIME 27X				

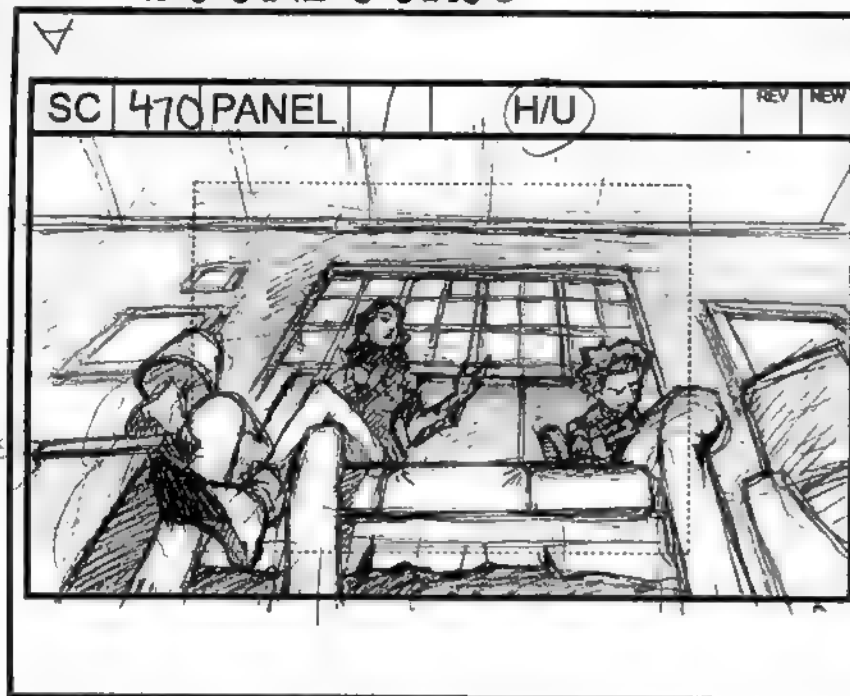


ACTION	Int.	Ext.	Day	Night
(C) TILTS HER HEAD AS SHE SPEAKS!				
DIALOGUE (24) CRISTAL - CONT'				
ME EITHER IT'S SO OBVIOUS				
TIME 54X				



ACTION	Int.	Ext.	Day	Night
(C) LOOKS TO (OS) (H).				
DIALOGUE (24) CRISTAL - CONT'				
BUT IT'S OKAY				
TIME 21X				

REVISED



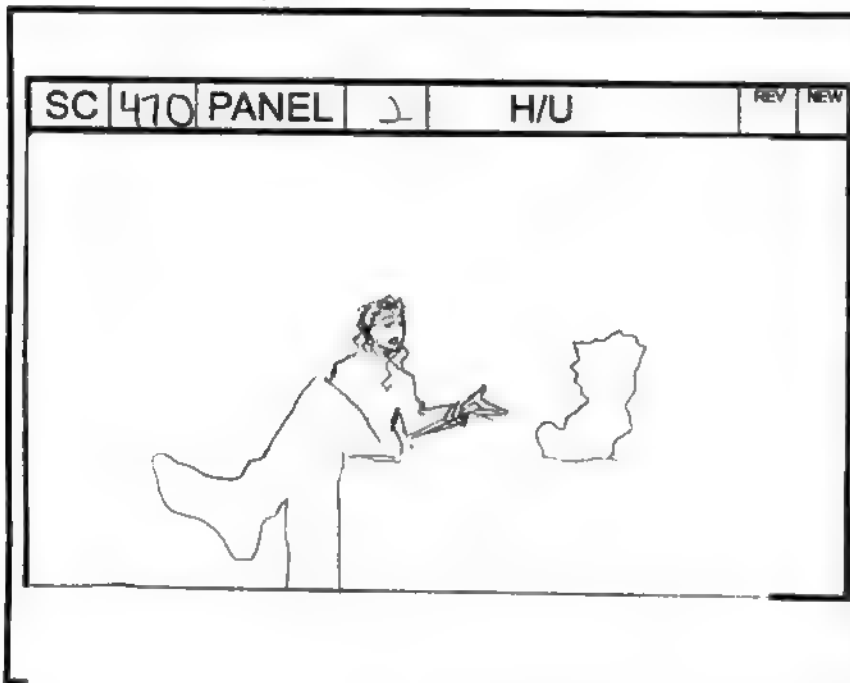
ACTION (Int) Ext. (Day) Night

UP SHOT ON (H) & (H)

DIALOGUE (124) CRISTAL - CONT'

BECAUSE, SEE,

TIME 16X



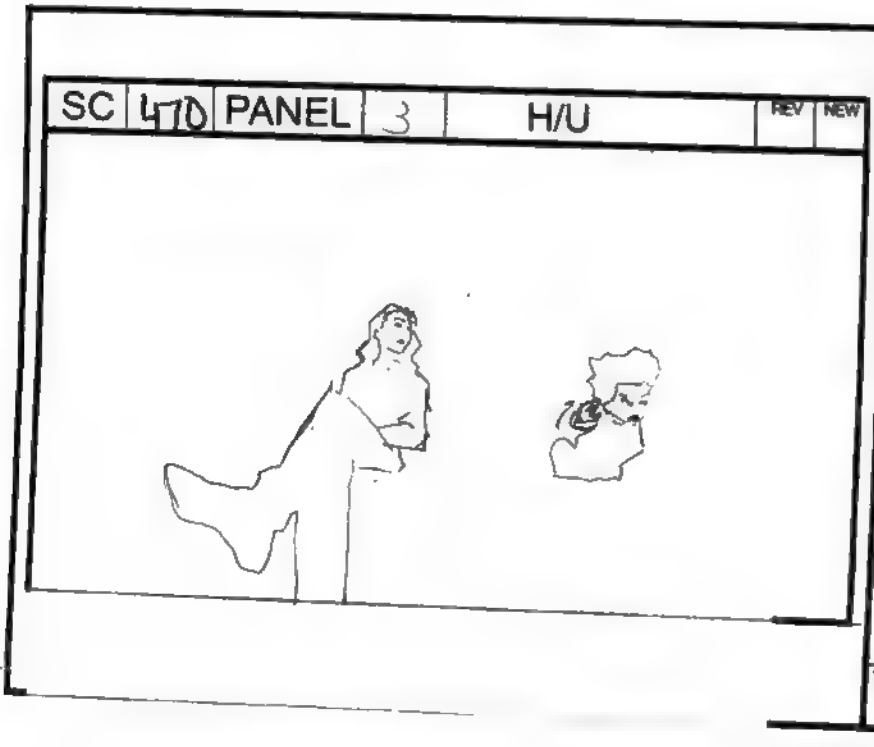
ACTION Int. Ext. Day Night

(H) GESTURES

DIALOGUE (124) CRISTAL - CONT'

I'M IN THIS "TRANSITIONAL" PERIOD. AND--

TIME 16X



ACTION Int. Ext. Day Night

(H) SPEAKING
RAISES ARM UP

DIALOGUE (125) HUEY

AHAHAH-AH. I DON'T CARE. YOU GOTTA GO

TIME 62X


MAR 18 2005


SC 470.1	PANEL 1	H/U	REV	NEW
ACTION <input checked="" type="radio"/> Int. <input type="radio"/> Ext. <input checked="" type="radio"/> Day <input type="radio"/> Night				
ANGLE ON A PACK OF CIGARETTE & A ASHTRAY				
DIALOGUE				
TIME 9A				


SC 470.1	PANEL 2	H/U	REV	NEW
ACTION <input type="radio"/> Int. <input type="radio"/> Ext. <input type="radio"/> Day <input type="radio"/> Night				
⊙ HAND (IN) & GRABS A PACK OF CIGARETTE				
DIALOGUE				
TIME 7X				

SC 470.1	PANEL 3	H/U	REV	NEW
ACTION <input type="radio"/> Int. <input type="radio"/> Ext. <input type="radio"/> Day <input type="radio"/> Night				
TAKES IT O.S.				
DIALOGUE				
TIME 8X				


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▽	ACTION				Int.	Ext.	Day	Night
SC 4102	PANEL /	H/U	REV	NEW	CU. ON ©			
					DIALOGUE			
TIME 13x								

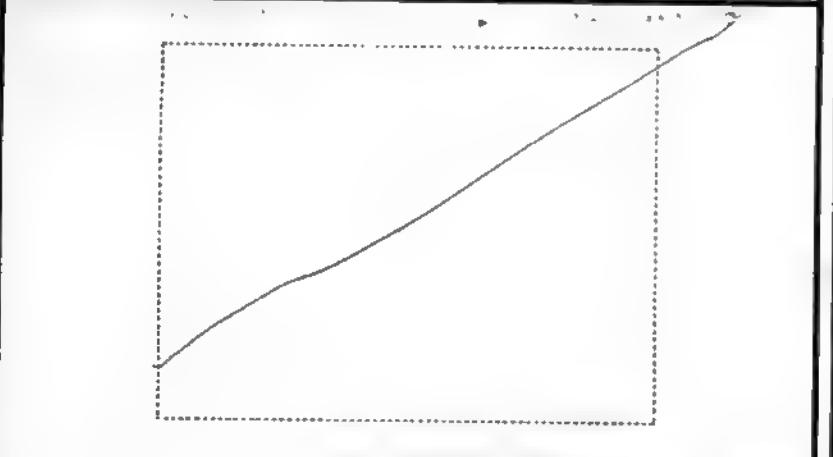
ACTION				Int.	Ext.	Day	Night
SC 4102	PANEL 2	H/U	REV	NEW	LEANS BACK		
					DIALOGUE		
TIME 10x							

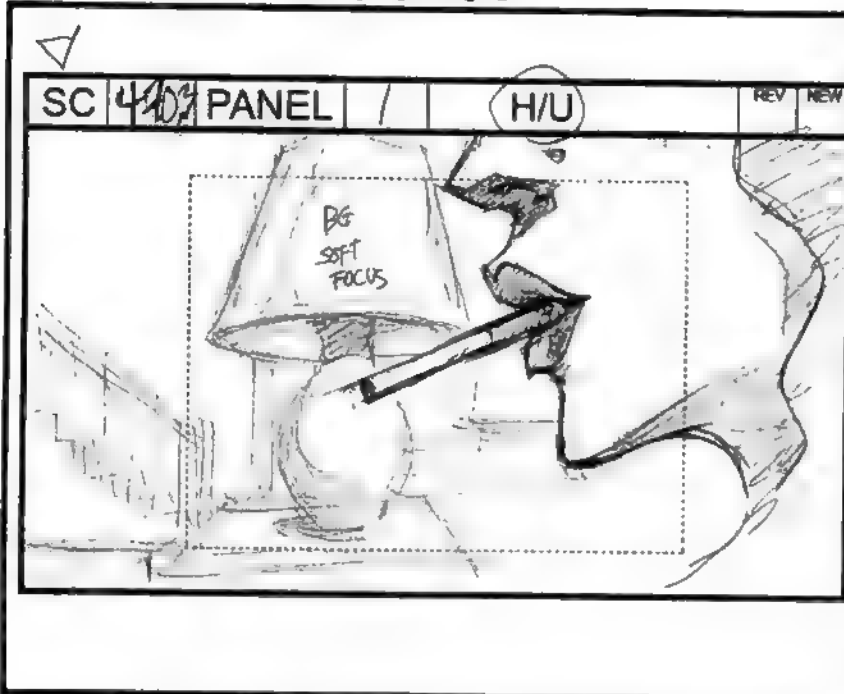
ACTION				Int.	Ext.	Day	Night
SC 4102	PANEL 3	H/U	REV	NEW	COUPLE OF CIGARETTES POPS UP AS © QUICKLY LOWERS A PACK.		
					DIALOGUE		
TIME 9x							

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SC	470.1	PANEL	4	H/U	REV	NEW	<p>ACTION Int. Ext. Day Night</p> <p>⊙ TAKES ON BY HER TEETH</p> <p>DIALOGUE</p> <p>TIME 10K</p>
							

SC	470.2	PANEL	5	H/U	REV	NEW	<p>ACTION Int. Ext. Day Night</p> <p>⊙ LOWERS A PACK ⊙S</p> <p>⊙ LEFT HAND UP ⊙M</p> <p>WITH THE LIGHTER.</p> <p>DIALOGUE</p> <p>TIME 10K</p>
							

SC	PANEL	H/U	REV	NEW	<p>ACTION Int. Ext. Day Night</p> <p>DIALOGUE</p> <p>TIME</p>
					

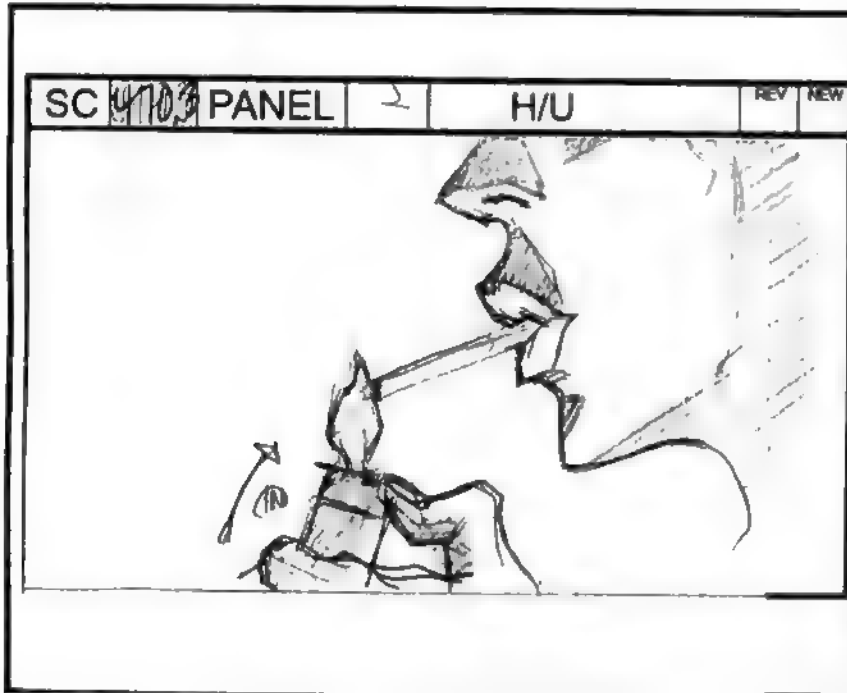


ACTION Int. Ext. Day Night

ECO ON ©

DIALOGUE

TIME 7X

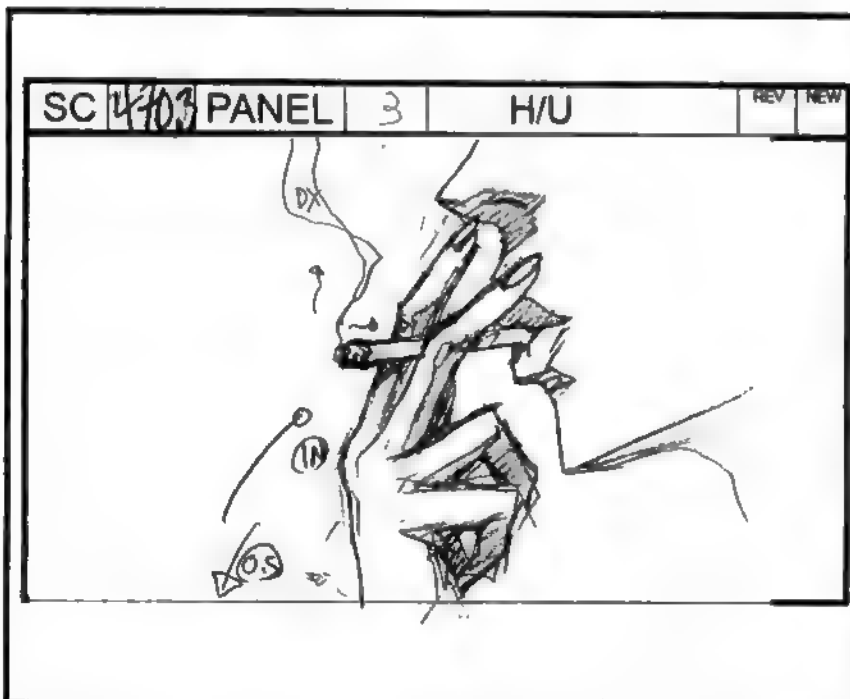


ACTION Int. Ext. Day Night

© GETS THE RIM LIT AS SHE TURNS ON THE FIRE

DIALOGUE

TIME 8X

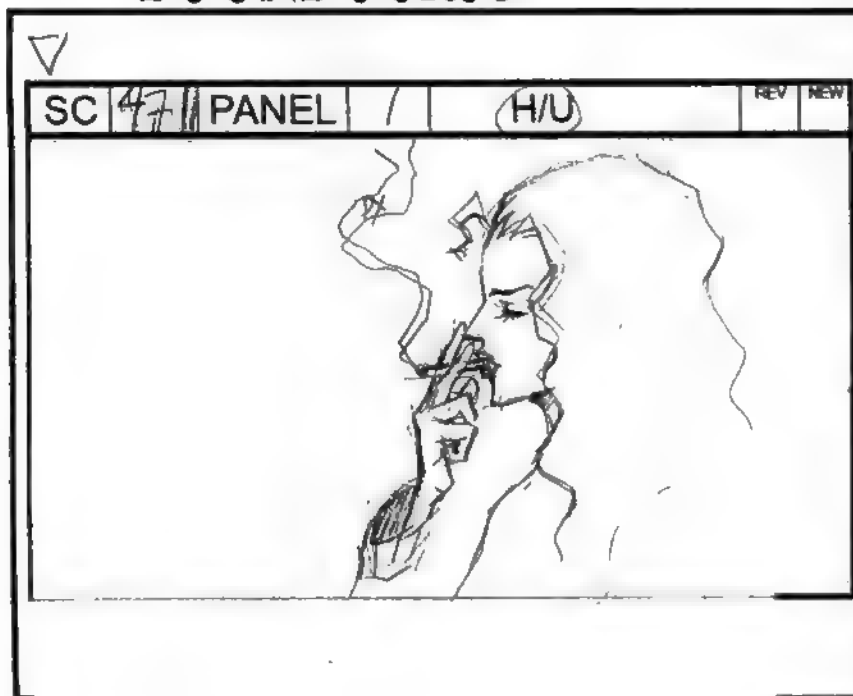


ACTION Int. Ext. Day Night

SHE LOWERS THE LIGHTER AND HER RIGHT HAND (M) & HOLD A CIGARETTE SHE SUCKS A CIGARETTE.

DIALOGUE

TIME 7X

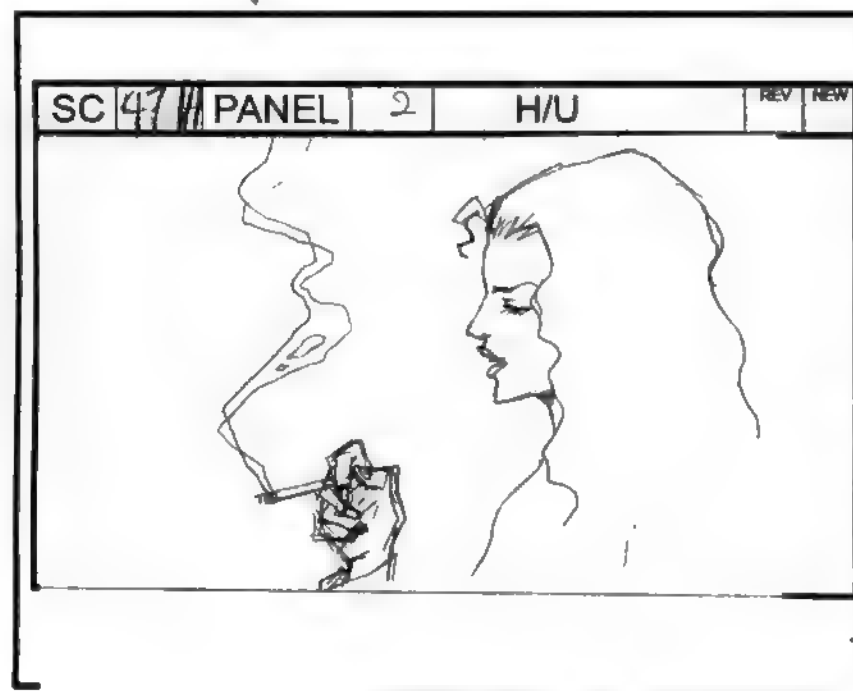


ACTION Int. Ext. Day Night

BACK TO PREVIOUS SETUP

DIALOGUE

TIME 7x

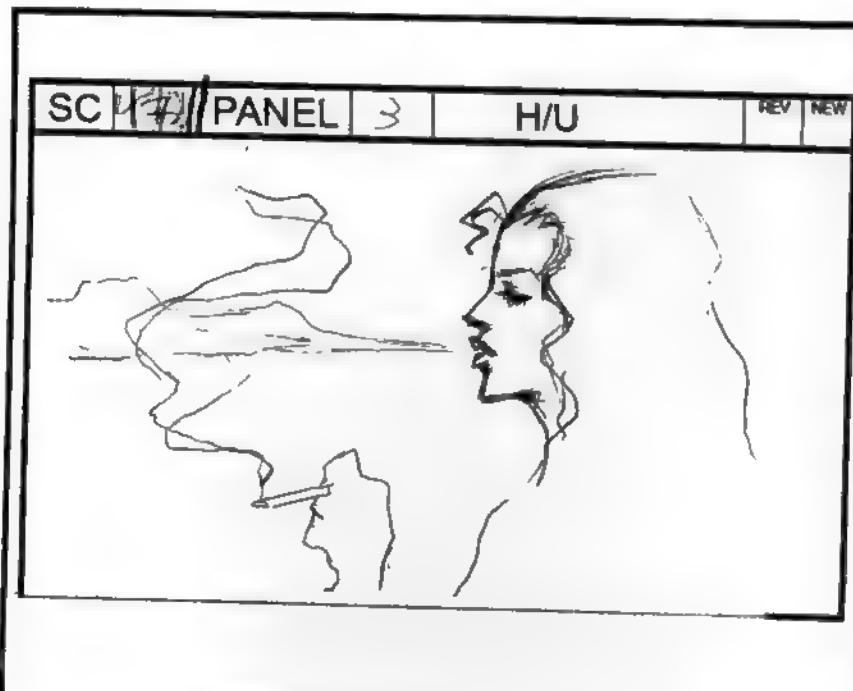


ACTION Int. Ext. Day Night

Ⓢ LOWERS A CIGARETTE
& INHALES

DIALOGUE
<INHALES>
....

TIME 15x

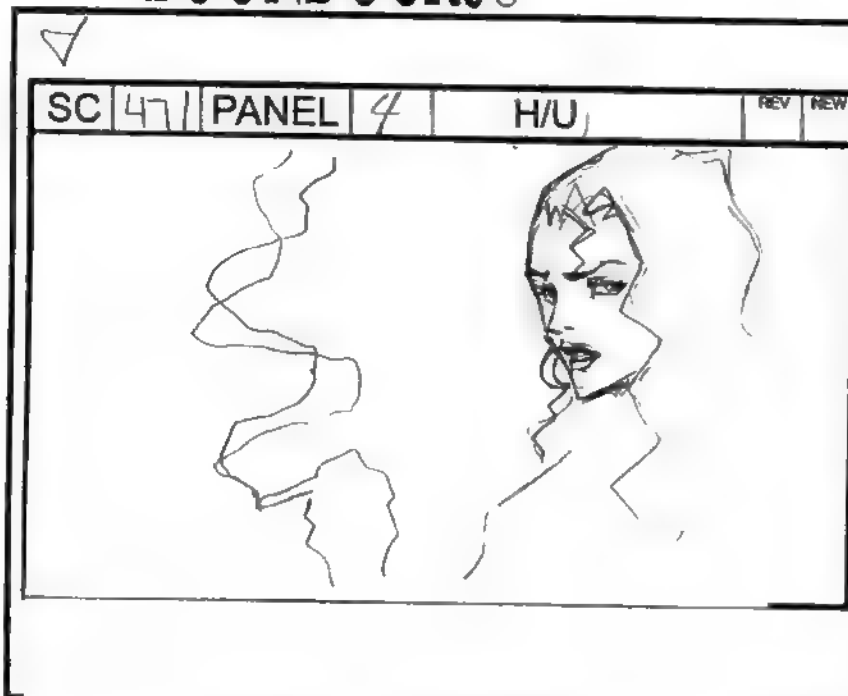


ACTION Int. Ext. Day Night

THEN SEND OUT THE SMOKE
FROM HER MOUTH

DIALOGUE
<EXHALES>

TIME 11x



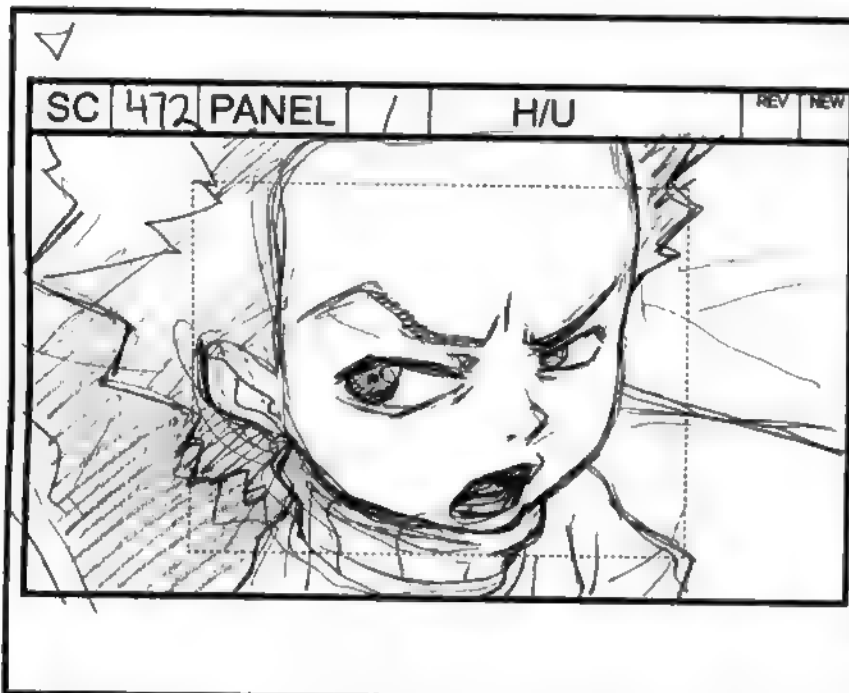
ACTION (Int.) Ext. (Day) Night

BACK TO PREVIOUS SET UP ON (C)

DIALOGUE (26) CRISTAL

I CAN'T DO THAT

TIME 27X



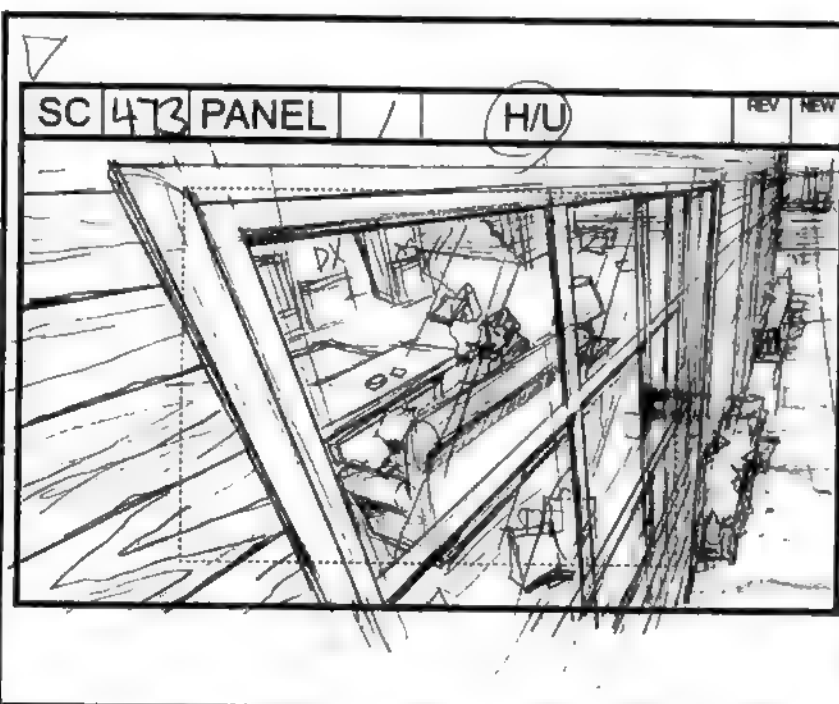
ACTION (Int.) Ext. (Day) Night

ECU. ON (H)

DIALOGUE (27) HUEY

I'M SORRY?

TIME 28X



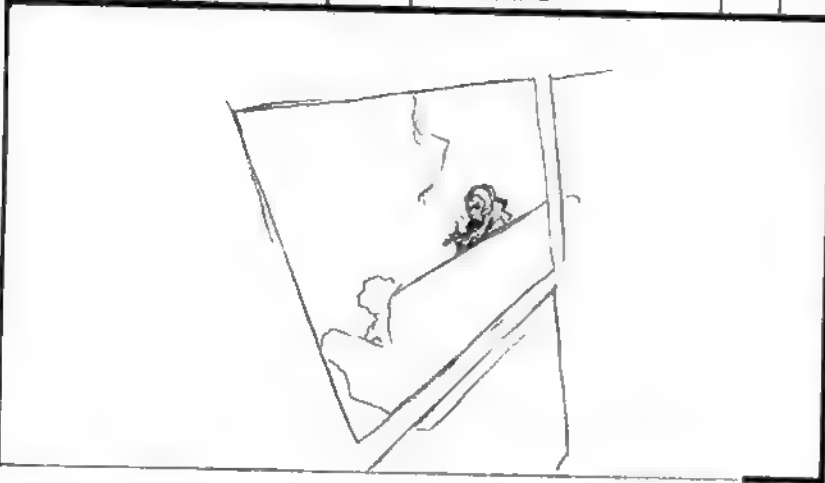
ACTION Int. (Ext.) (Day) Night

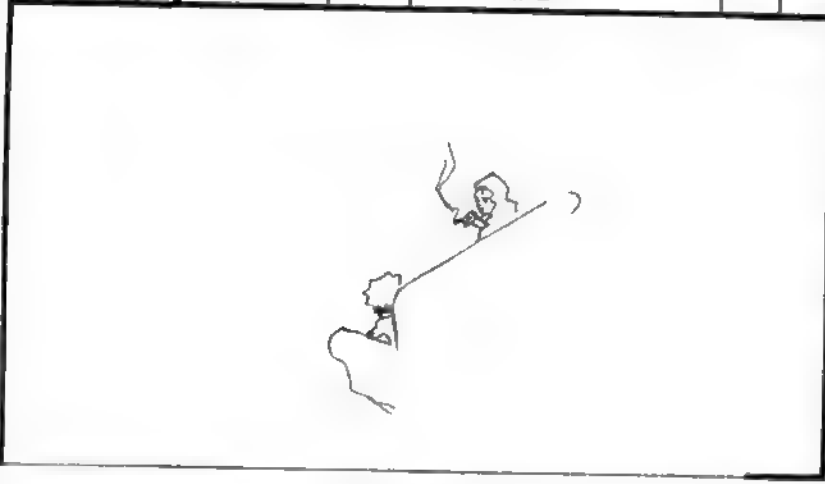
VIEW FROM OUTSIDE OF THE WINDOW.

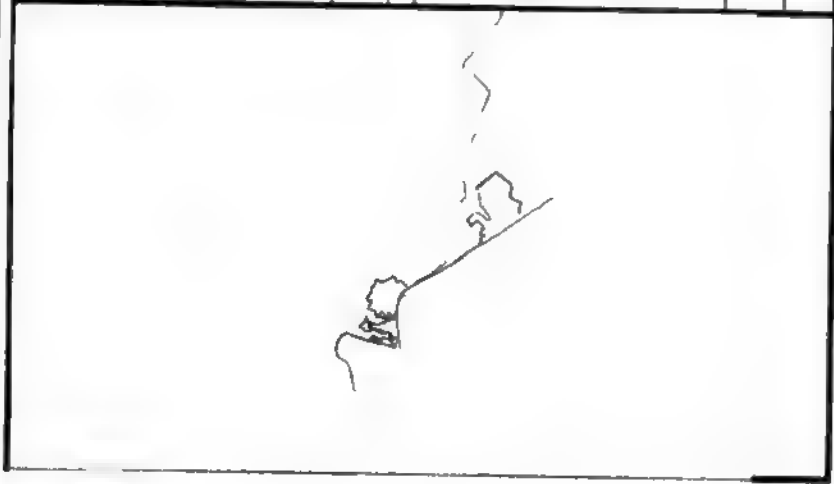
DIALOGUE (28) CRISTAL


YOU GUYS HAVE THE LIFE!


TIME 37X

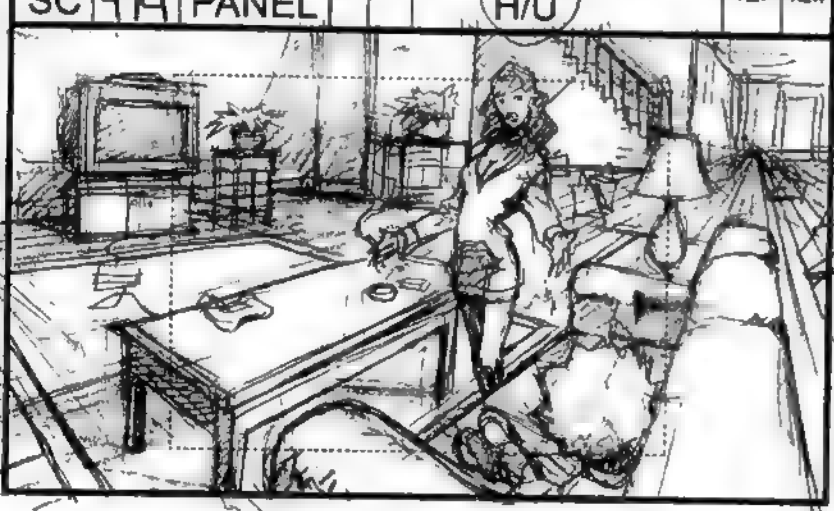
SC 473	PANEL 2	H/U	REV	NEW	<p>ACTION Int. Ext. Day Night</p> <p>⊙ GESTURES</p>
					<p>DIALOGUE (128) CRISTAL - CONT'</p> <p>I WANT THE LIFE, TOO.</p>
<p>TIME 38X</p>					

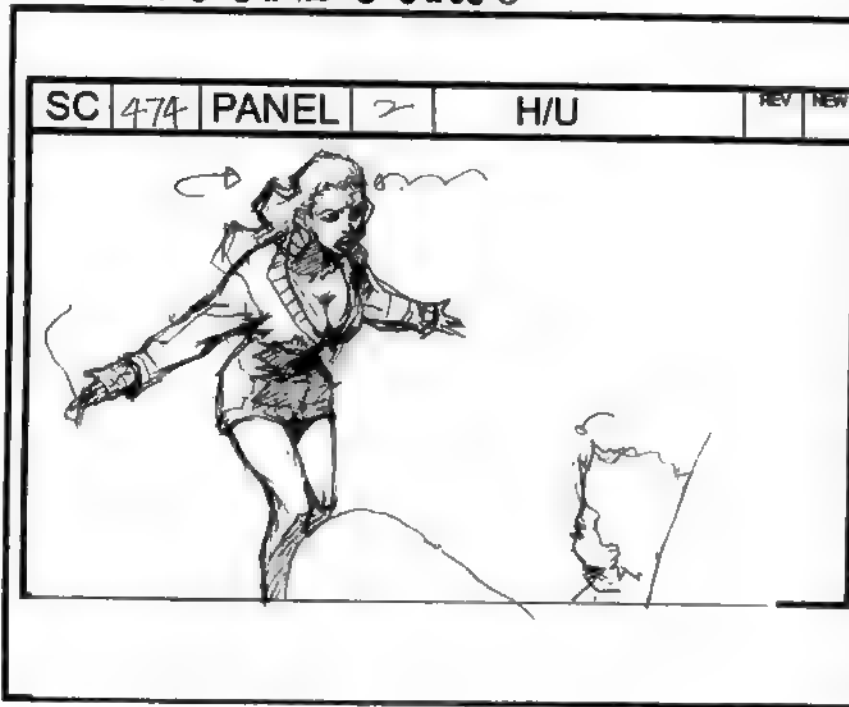
SC 473	PANEL 3	H/U	REV	NEW	<p>ACTION Int. Ext. Day Night</p> <p>⊕ SPEAKS</p>
					<p>DIALOGUE (129) HUEY</p> <p>YES, BUT IT'S OUR LIFE</p>
<p>TIME 50X</p>					

SC 473	PANEL 4	H/U	REV	NEW	<p>ACTION Int. Ext. Day Night</p> <p>⊕ GESTURES</p>
					<p>DIALOGUE (129) HUEY - CONT'</p> <p>WE'RE HIS FAMILY</p>
<p>TIME 37X</p>					

	SC 473	PANEL 5	H/U	REV	NEW	<p>ACTION Int. Ext. Day Night</p> <p>© GETS UP IN FRUSTRATION.</p>
						<p>DIALOGUE (130) CRISTAL</p> <p>OH.</p>
						<p>TIME 16X</p>

	SC 473	PANEL 6	H/U	REV	NEW	<p>ACTION Int. Ext. Day Night</p> <p>THEN © TURNS TO (H)</p>
						<p>DIALOGUE (131) CRISTAL - CONT'</p> <p>SO</p>
						<p>TIME 9X</p>

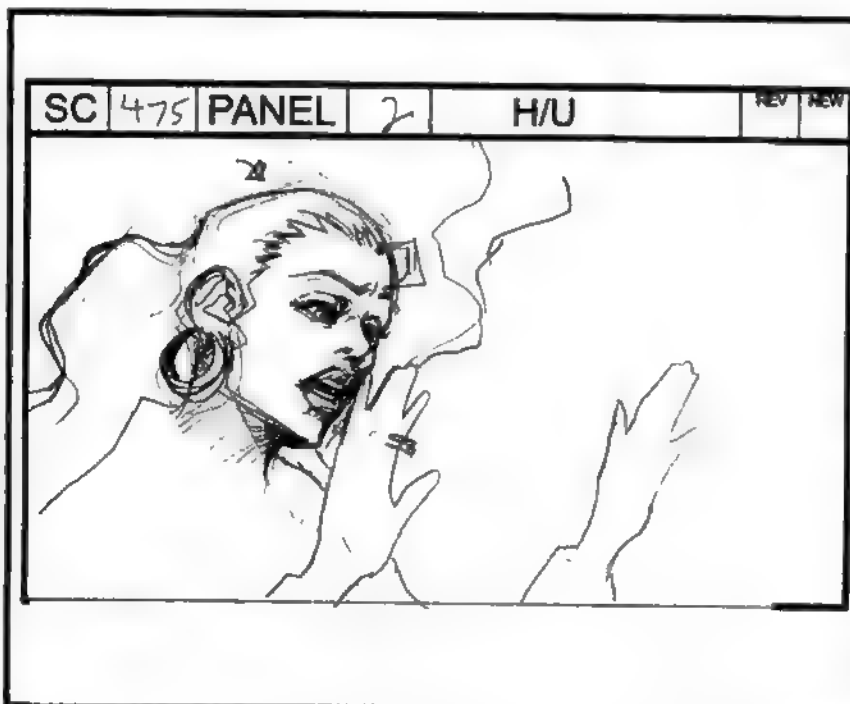
	SC 474	PANEL	(H/U)	REV	NEW	<p>ACTION (Int) Ext. (Day) Night</p> <p>OTS (H) ON (C)</p>
						<p>DIALOGUE (130) CRISTAL - CONT'</p> <p>NOW</p>
						<p>TIME 12X</p>



ACTION	Int.	Ext.	Day	Night
© WALKS TO (H) & STOPS IN FRONT OF HIM				
DIALOGUE (B0) CRISTAL - CONT'				
WE GET TO WHAT THIS IS REALLY ABOUT				
TIME 47X				



ACTION	Int.	Ext.	Day	Night
CUT CLOSER ON (C), GESTURING AS SHE SPEAKS.				
DIALOGUE (B0) CRISTAL - CONT'				
I'M NOT				
TIME 18X				



ACTION	Int.	Ext.	Day	Night
CONT. ACTION				
DIALOGUE (B0) CRISTAL - CONT'				
' ONE OF				
TIME 12X				

Revised
MAR 18 2005 PG. 450.1
FOLLOWS



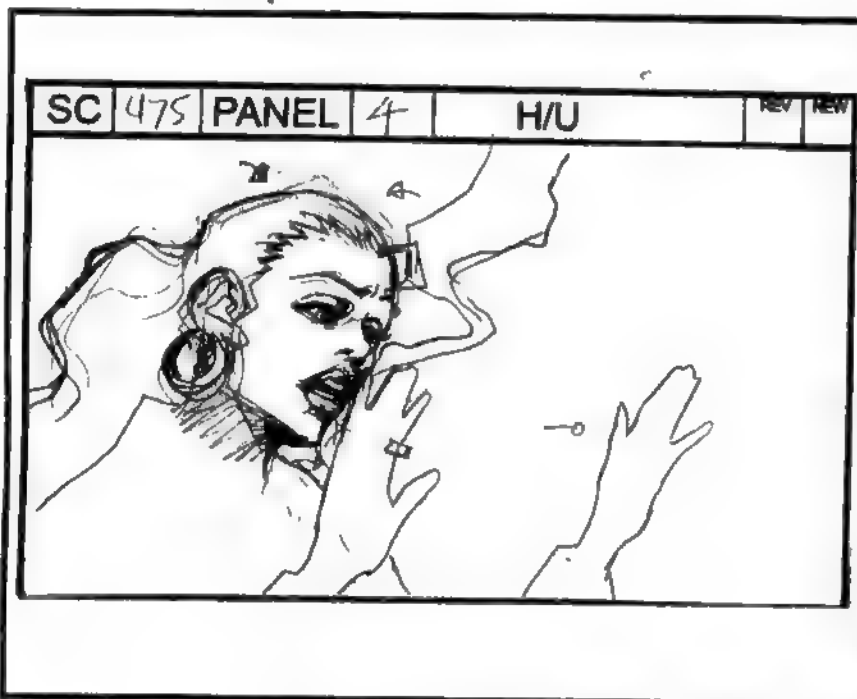
ACTION Int. Ext. Day Night

© DOES THE "QUOTES" HAND SIGN AS SHE SPEAKS

DIALOGUE (130) CRISTAL -CONT'

Y'ALL."

TIME 19X



ACTION Int. Ext. Day Night

CONT. ACTION

© GESTURES AS SHE SPEAKS

DIALOGUE (130) CRISTAL -CONT'

I'M NOT

TIME 17X



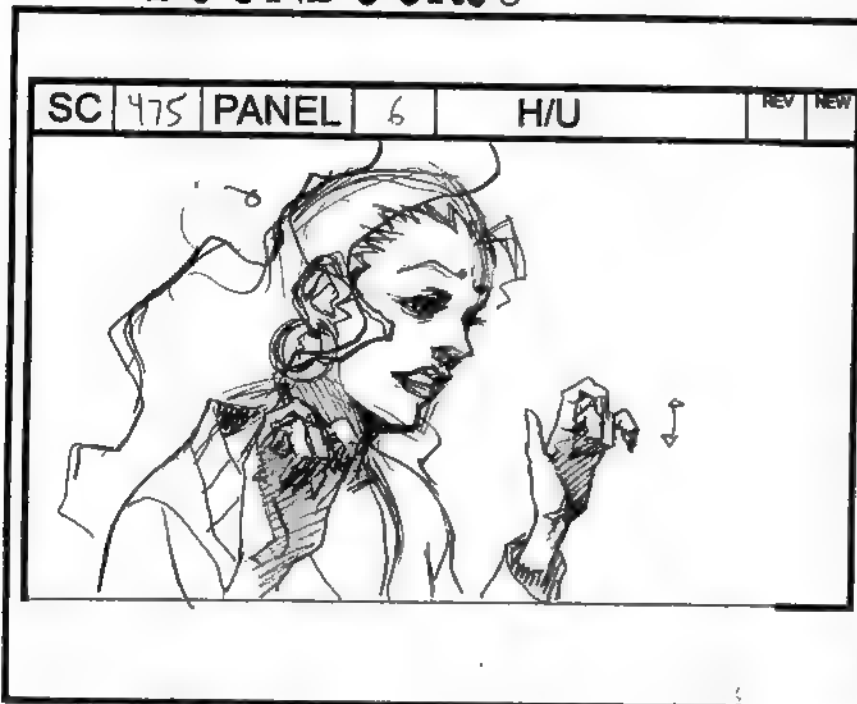
ACTION Int. Ext. Day Night

CONT. ACTION

DIALOGUE (130) CRISTAL -CONT'

IN THE

TIME 12X



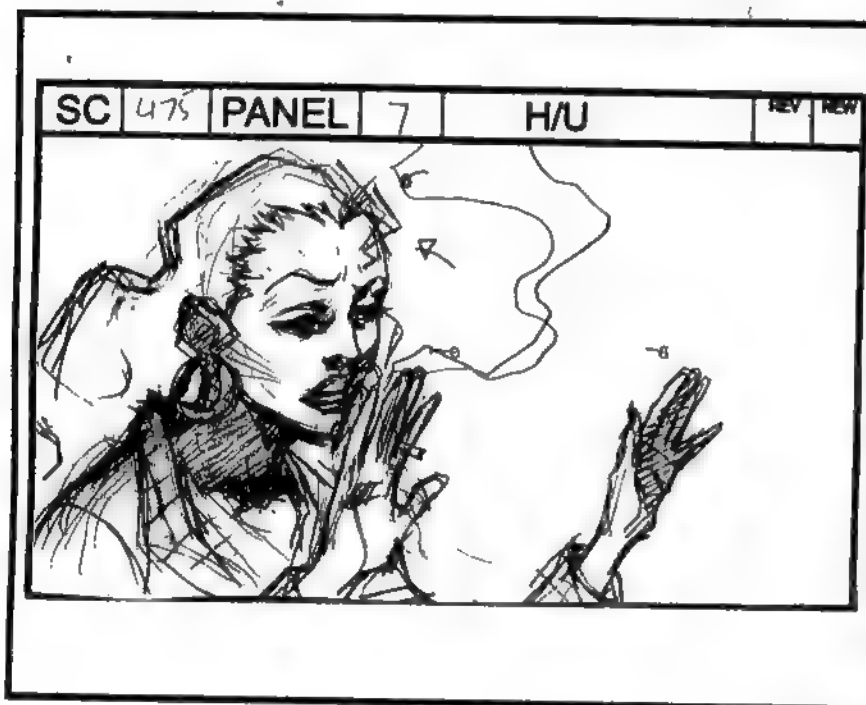
ACTION	Int.	Ext.	Day	Night
--------	------	------	-----	-------

C DOES THE "QUOTES" WITH HER FINGERS AGAIN.

DIALOGUE	(130) CRISTAL - CONT'
----------	-----------------------

FAMILY

TIME	18X
------	-----



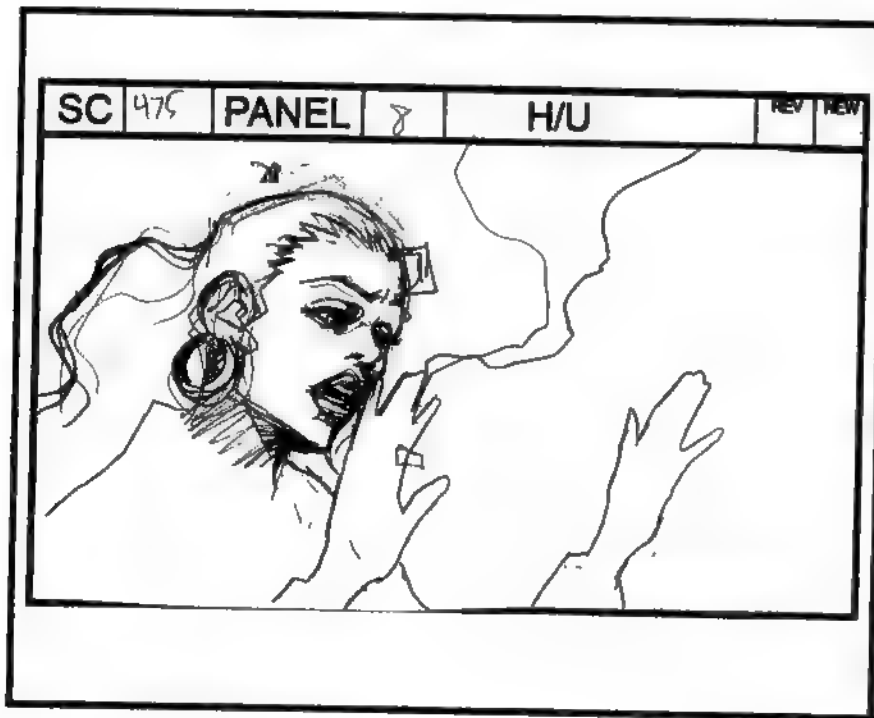
ACTION	Int.	Ext.	Day	Night
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C GESTURES AS SHE SPEAKS

DIALOGUE	(130) CRISTAL - CONT'
----------	-----------------------

I DON'T

TIME	17X
------	-----



ACTION	Int.	Ext.	Day	Night
--------	------	------	-----	-------

CONT. ACTION.

DIALOGUE	(130) CRISTAL - CONT'
----------	-----------------------

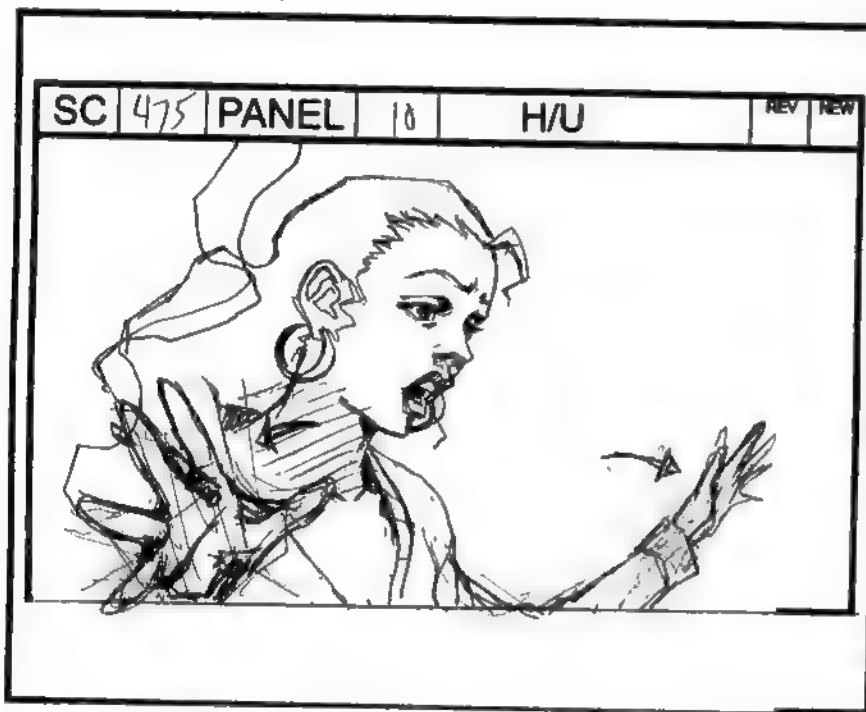
CARRY

TIME	9X
------	----

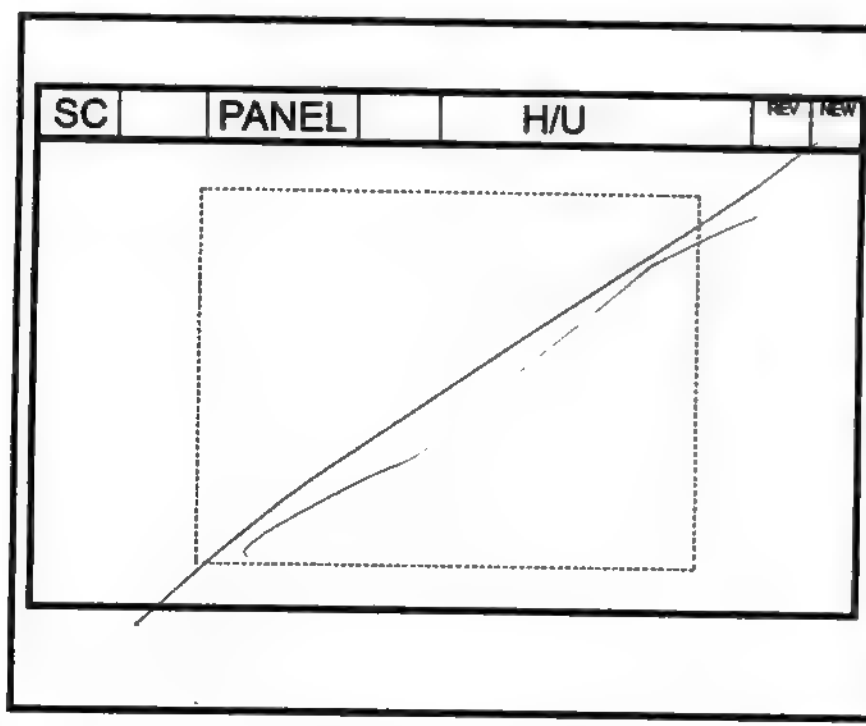
MAR 18 2005



ACTION	Int.	Ext.	Day	Night
© GESTURES, DOING THE "QUOTES" SIGN AGAIN				
DIALOGUE				
(130) CRISTAL - CONT' HIS GENES				
TIME				
22X				



ACTION	Int.	Ext.	Day	Night
© GESTURES AS SHE SPEAKS,				
DIALOGUE				
(130) CRISTAL - CONT' SO I HAVE TO GO?				
TIME				
30X				



ACTION	Int.	Ext.	Day	Night
DIALOGUE				
TIME				

SC	474	PANEL	8	H/U	REV	NEW
----	-----	-------	---	-----	-----	-----

OUT

ACTION	Int.	Ext.	Day	Night
CONT.				
DIALOGUE (130) CRISTAL - CONT'				
SO I HAVE TO GO?				
STOP START TIME				

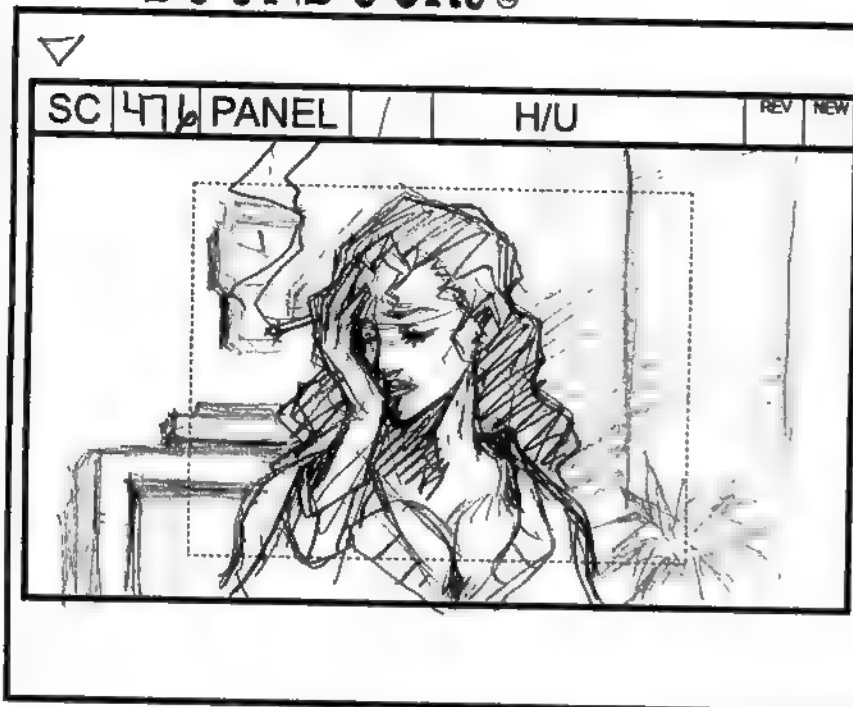
SC	474	PANEL	9	H/U	REV	NEW
----	-----	-------	---	-----	-----	-----

OUT

ACTION	Int.	Ext.	Day	Night
© SUCK A CIGARETTE.				
DIALOGUE (131) HUEY				
YES.				
TIME				

SC	475.1	PANEL	1	(H/U)	REV	NEW
----	-------	-------	---	-------	-----	-----

ACTION	(Int.)	Ext.	(Day)	Night
SHOT THRU BETWEEN ©'S LEGS ON (H)				
DIALOGUE (131) HUEY - CONT'				
YEEAH! YES. PLUS YOU'RE A LAZY HOE!				
TIME 05X				



ACTION Int. Ext. Day Night

ON ○ TOUCHES HER FACE
IN FRUSTRATION

DIALOGUE (132) CRISTAL
<SIGH>

TIME 13X

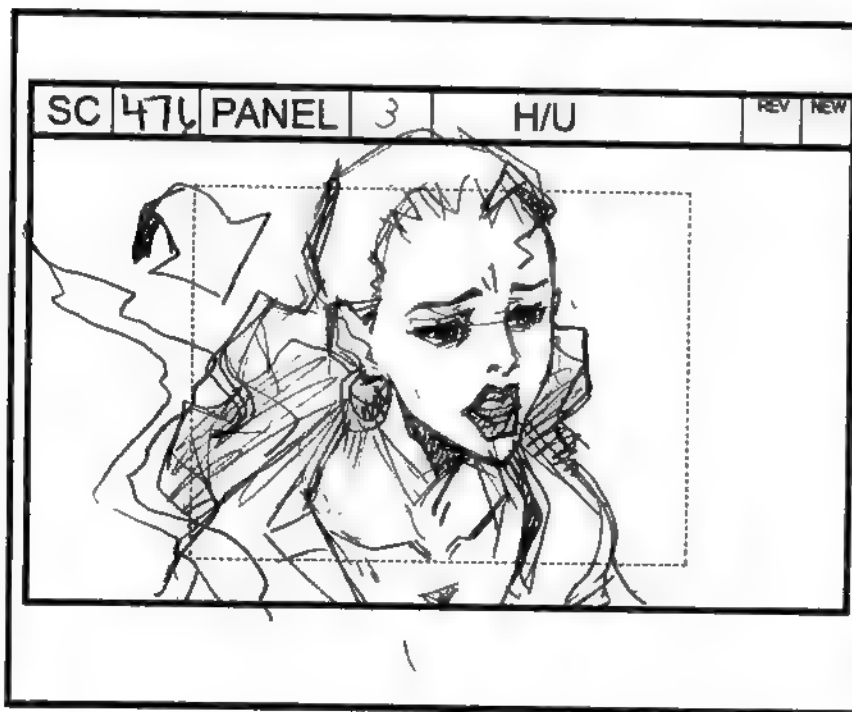


ACTION Int. Ext. Day Night

○ TURNS TO OS (A)

DIALOGUE (132) CRISTAL - CONT'
"HOE" IS A

TIME 21X



ACTION Int. Ext. Day Night

LEANS FWD.

DIALOGUE (132) CRISTAL - CONT
STRONG TERM.


TIME 44X


SC 477				PANEL 1	H/U	REV	NEW
ACTION Int. Ext. Day Night WIDE ON © & (H)							
DIALOGUE (32) CRISTAL - CONT' RIGHT NOW							
TIME 23X							

SC 477				PANEL 2	H/U	REV	NEW
ACTION Int. Ext. Day Night © GESTURES							
DIALOGUE (32) CRISTAL - CONT' I'M SOMEWHERE BETWEEN							
TIME 28X							

SC 477				PANEL 3	H/U	REV	NEW
ACTION Int. Ext. Day Night CONT,							
DIALOGUE (32) CRISTAL - CONT' 'ANATOMICAL SALES ASSOCIATE' AND							
TIME 57X							

MAR 13 2005

SC 477	PANEL 4	H/U	REV	NEW
				
ACTION Int. Ext. Day Night CONT.				
DIALOGUE (132) CRISTAL - CONT' = HIGH MAINTENANCE GIRLFRIEND!				
TIME 24X				

SC 477A	PANEL 1	H/U	REV	NEW
				
ACTION Int. Ext. Day Night CONT. BG S/A SC. 476				
DIALOGUE (132) CRISTAL - CONT' CAN'T YOU BE POSITIVE ABOUT MY GROWTH?!				
TIME 46X				

SC 478	PANEL 1	H/U	REV	NEW
				
ACTION Int. Ext. Day Night OTS (C) ON (H) HANDS TOGETHER				
DIALOGUE (133) HUEY CRISTAL, EVERY PART OF YOU BEING HERE IS UNACCEPTABLE				
TIME 81X				

MAR 13 2005


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SC	PANEL	H/U	ACTION	Int.	Ext.	Day	Night
478	2	H/U	(C) > (AS) (H) GESTURES				
478 continued			DIALOGUE (133) HUEY - CONT' EVERY PART OF YOU BEING HERE IS				
			TIME				

SC	PANEL	H/U	ACTION	Int.	Ext.	Day	Night
478	3	H/U	(H) SWINGS ARMS & LEAVES TIE IN				
			DIALOGUE (133) HUEY - CONT' UNACCEPTABLE!				
			TIME				

SC	PANEL	H/U	ACTION	Int.	Ext.	Day	Night
478	4	H/U	(H) ANTICS TO GET UP				
			DIALOGUE (133) HUEY - CONT' DO				
			TIME 15X				

SC 478	PANEL 5	H/U	REV	NEW
--------	---------	-----	-----	-----



ACTION Int. Ext. Day Night
 (C) LEANS BACK
 AS
 (H) GETS UP.
 * CAMERA ADJUSTS UP,
 WITH (H)

DIALOGUE (133) HUEY - CONT'
 YOU REALIZE I'M
 DOING PROSTITUTE LAUNDRY?!

STOP
 TIME 60X

START

SC 478	PANEL 1	H/U	REV	NEW
--------	---------	-----	-----	-----



ACTION Int. Ext. Day Night
 (H) PUTS FINGERS
 ON TEMPLE


DIALOGUE (133) HUEY - CONT'
 DO YOU HAVE ANY IDEA

TIME 21X

Revised

MAR 8 1 2006

SC 478	PANEL 2	H/U	REV	NEW
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ACTION Int. Ext. Day Night
 (H) FLURES PALMS
 "OPEN"

DIALOGUE (133) HUEY - CONT'
 HOW DISGUSTING THAT IS?


TIME 38X

Revised


MAR 8 1 2006

REVISED

16 FEB 05
*ENTIRE PG.

SC 479	PANEL 1	(H/U)	REV	NEW
				
ACTION				
Int. Ext. Day Night OTS (H)				
DIALOGUE				
TIME 11X				


SC 479	PANEL 2	H/U	REV	NEW
OUT				
ACTION				
Int. Ext. Day Night (H) LEANS BACK				
DIALOGUE				
TIME 4X				


SC 479	PANEL 3	H/U	REV	NEW
				
ACTION				
Int. Ext. Day Night (H) LEANS FWB.				
DIALOGUE				
TIME 4X 4X				


REVISED


16 FEB 05

* ENTIRE PAGE


SC	479	PANEL	4	H/U	REV	NEW
						
<p>ACTION Int. Ext. Day Night</p> <p>Ⓒ TURNS AND PUTS A CIGARETTE IN THE ASHTRAY & RUBS IT.</p>						
<p>DIALOGUE</p>						
<p>TIME 19X</p>						

SC	479	PANEL	5	H/U	REV	NEW
						
<p>ACTION Int. Ext. Day Night</p> <p>Ⓒ TURNS TO Ⓓ AND Ⓒ RUBING A CIGARETTE SMOKE GOES UP Ⓐ</p>						
<p>DIALOGUE Ⓓ CRISTAL LOOK.</p>						
<p>TIME 16X</p>						


SC	479	PANEL	6	H/U	REV	NEW
						
<p>ACTION Int. Ext. Day Night</p> <p>Ⓒ GETS UP & GESTURES.</p>						
<p>DIALOGUE Ⓓ CRISTAL - CONT' THIS IS AN ADJUSTMENT FOR EVERYONE.</p>						
<p>TIME 52X</p>						

SC 479	PANEL 7	H/U	REV	NEW	ACTION Int. Ext. Day Night CONT
					DIALOGUE (134) CRISTAL - CONT' BUT IT'S WHAT YOUR GRANDFATHER WANTS.
					TIME 51X

REVISED
16 FEB 05

SC 479	PANEL 8	H/U	REV	NEW	ACTION Int. Ext. Day Night CONT
					DIALOGUE (134) CRISTAL - CONT' YOU CANT GET RID OF ME.
					TIME 40X

REVISED
16 FEB 05

SC 480	PANEL 1	H/U	REV	NEW	ACTION (Int.) Ext. (Day) Night .CU ON (C)
					DIALOGUE (134) CRISTAL - CONT' I CAN DO THINGS TO PERUADE YOUR GRANDDAD THAT YOU CAN'T DO.
					TIME 78X

SC 49		PANEL	H/U	REV	NEW
ACTION <input checked="" type="radio"/> Int. <input type="radio"/> Ext. <input checked="" type="radio"/> Day <input type="radio"/> Night ECU ON (H)					
DIALOGUE (135) HUEY LIKE WHAT?					
TIME 25X					

SC 481		PANEL 2	H/U	REV	NEW
ACTION <input type="radio"/> Int. <input type="radio"/> Ext. <input type="radio"/> Day <input type="radio"/> Night BIT					
DIALOGUE					
TIME 16X					

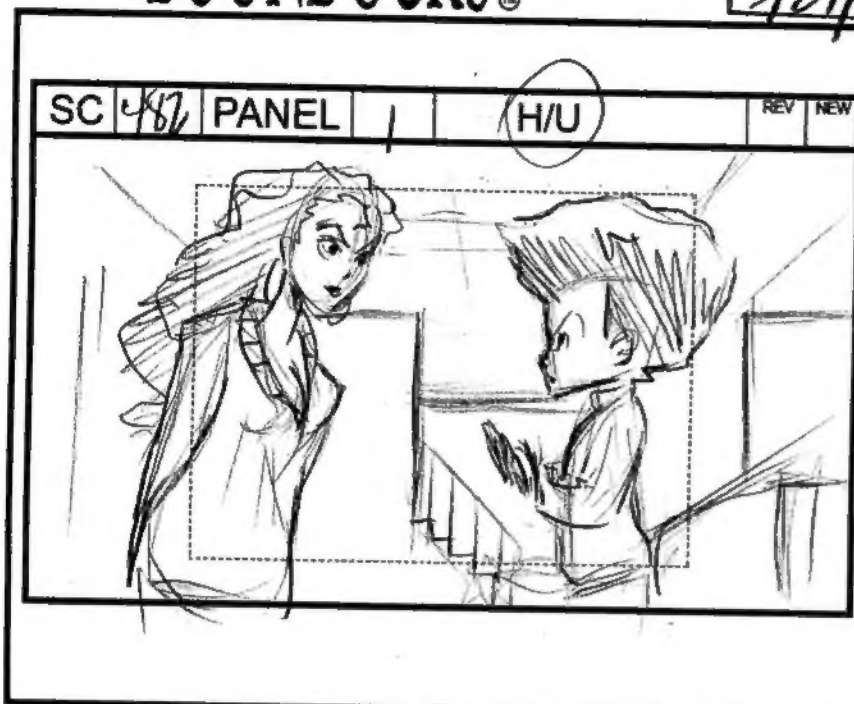
SC		PANEL	H/U	REV	NEW
ACTION <input checked="" type="radio"/> Int. <input type="radio"/> Ext. <input checked="" type="radio"/> Day <input type="radio"/> Night OTS (C) PAN W/ (H) AS TAKES OFF.					
DIALOGUE (136) (CONT) HUEY - NEVERMIND! I DON'T REALLY WANNA KNOW!					
TIME					

REVISED
16 FEB 06

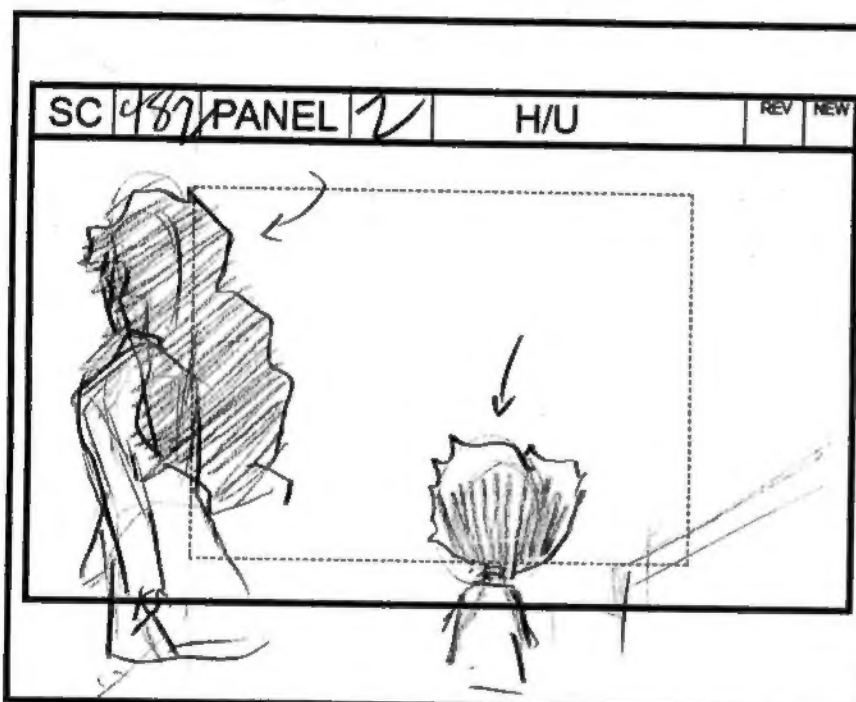
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REVISED
3/29/02

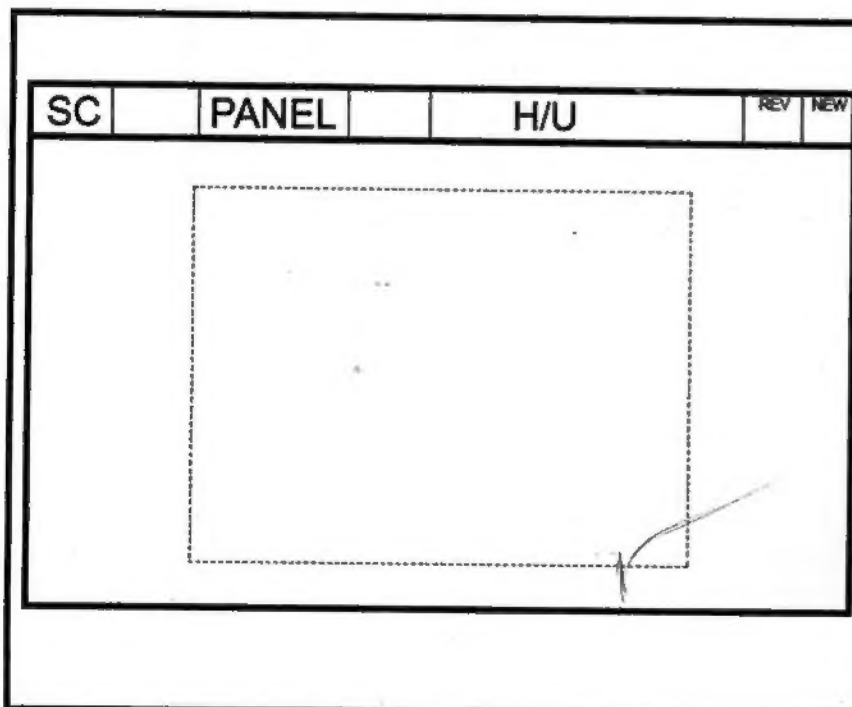
462
FOLLOWS



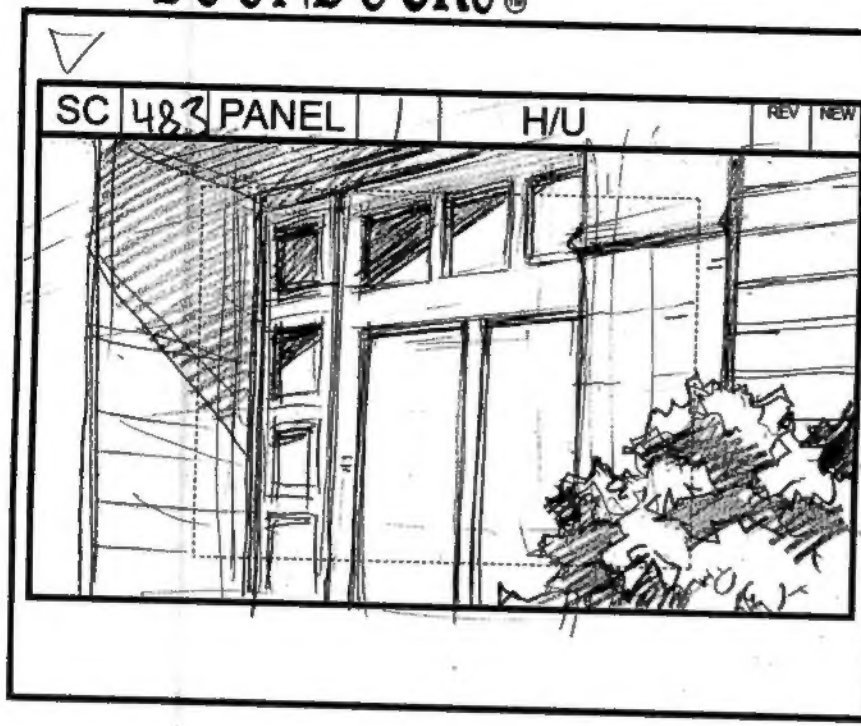
ACTION	Int.	Ext.	Day	Night
<p>DIALOGUE</p> <p>(136) HUEY / (137) CRISTAL</p> <p>NEVERMIND I DON'T REALLY WANNA KNOW / YOU PROBABLY DON'T.</p>				
TIME 50X				



ACTION	Int.	Ext.	Day	Night
<p>(H) HOPS OFF COUCH AND EXITS TOWARD BG!</p> <p>(C) TURNS AND EXITS STAGE LEFT!</p>				
TIME 24X				



ACTION	Int.	Ext.	Day	Night
<p>DIALOGUE</p>				
TIME				

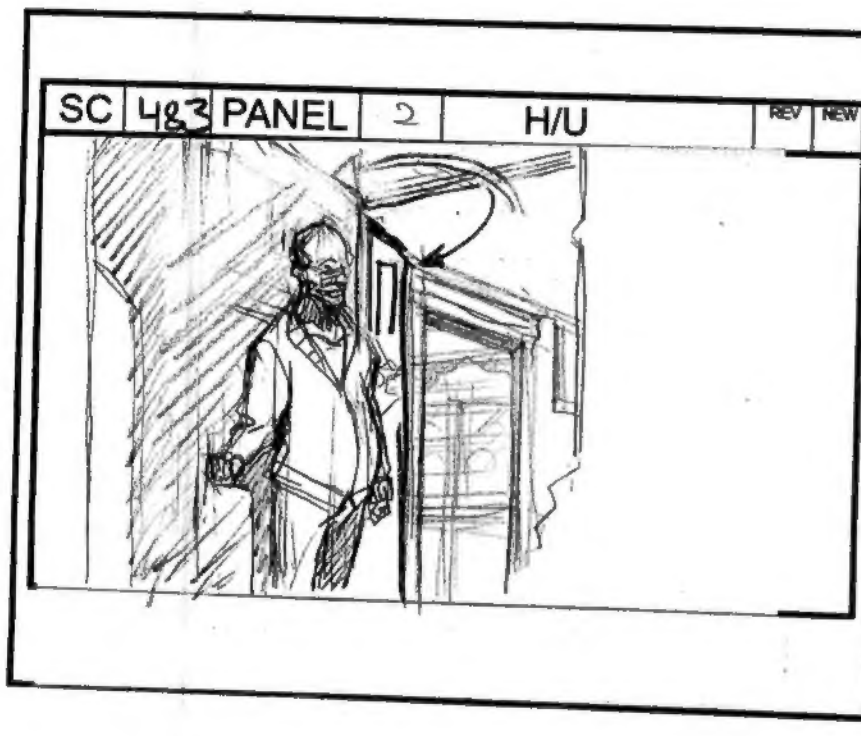


ACTION Int. Ext. Day Night

EXT. FREEMAN HOUSE
ANGLE ON THE DOOR

DIALOGUE

TIME 49X

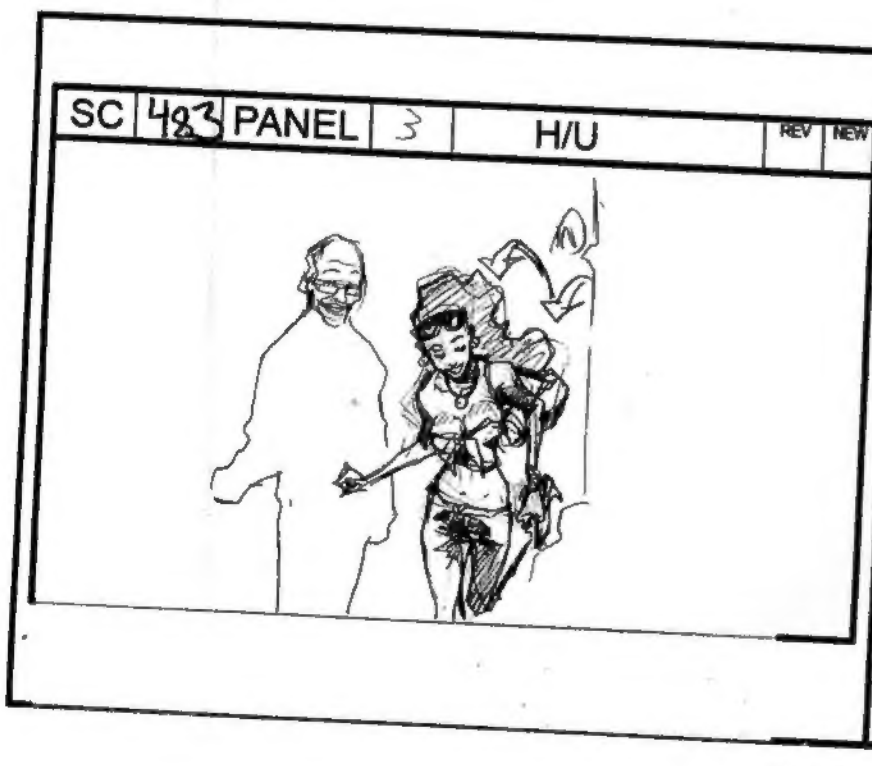


ACTION Int. Ext. Day Night

GRANDDAD OPENS THE DOOR
DOOR OPENS INTO
HOUSE

DIALOGUE

TIME 25X



ACTION Int. Ext. Day Night

Ⓢ HOPS INTO SC BY
ONE LEG
SHE'S STILL WEARING
HER LEEET SHOE.

DIALOGUE (138) CRISTAL

<LAUGH>

TIME 30X

	SC 483	PANEL 4	H/U	REV	NEW	ACTION	Int.	Ext.	Day	Night
						PAN W/Ⓒ FINISH				
						WEARING SHOES AND WAVES TO Ⓒ & Ⓒ WAVES HER BACK				
						Ⓒ CRISTAL - CONT'				
						BYE GRAND				
						← PAN →				
						TIME 26X				

	SC 483	PANEL 5	H/U	REV	NEW	ACTION	Int.	Ext.	Day	Night
						Ⓒ RUNS ⒸS				
						DIALOGUE Ⓒ CRISTAL - CONT'				
						- DADDY.				
						TIME 17X				

	SC 484	PANEL 1	H/U	REV	NEW	ACTION	Int.	Ext.	Day	Night
						WIDE ON THE FREEMAN HOUSE				
						Ⓒ RUNNING TWD Ⓒ'S CAR PARKED ON THE ST.				
						DIALOGUE Ⓒ CRISTAL - CONT'				
						I'LL BE BACK IN A FEW				
						TIME 30X				